A NEWSFIELD PUBLICATION
No.68 SEPTEMBER 1989

CRASH

MAGAZINE AND CASSETTE
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SINCLAIR SPECTRUM GAMES



FIRST!

TUSKER

System 3's sprawling African quest previewed

EXCLUSIVE!

APB
DRAGON SPIRIT

Police mayhem and fire-breathing action from Tengen

SCOOP!

MAZE MANIA

Crazy capers from Hewson

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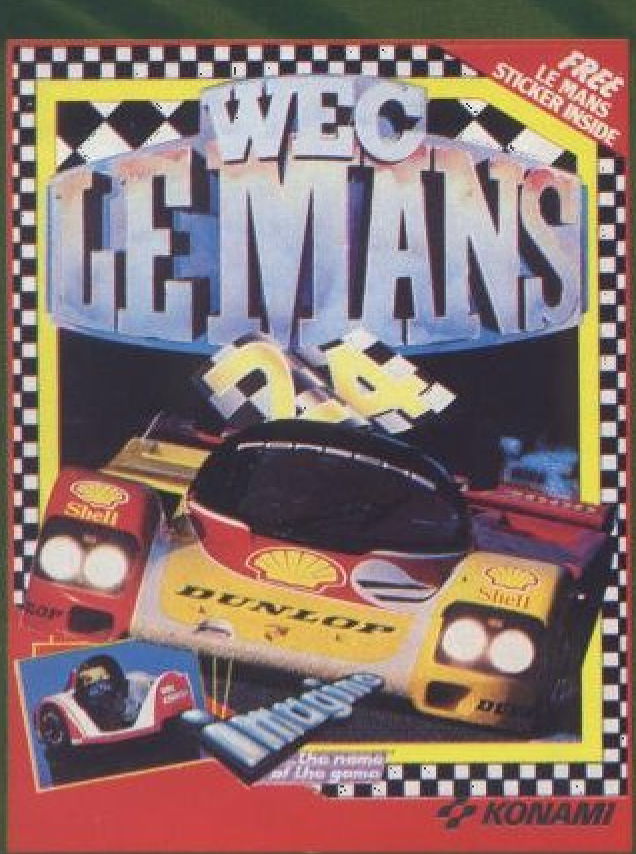
POKEs on tape
Plus:
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ACTION ALL THE WAY!

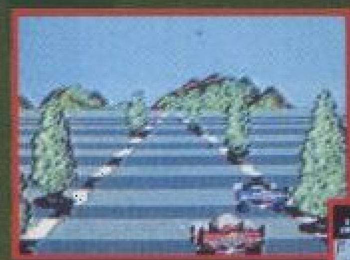
4 BRILL SPECTRUM GAMES TO WIPE OUT SUMMER DOLDRUMS

PREVIEWED: CHASE HQ ■ THE UNTOUCHABLES ■ ALTERED BEAST ■ STRIDER

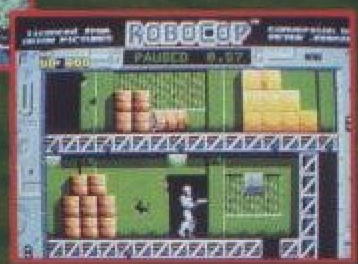
PLAYFUL

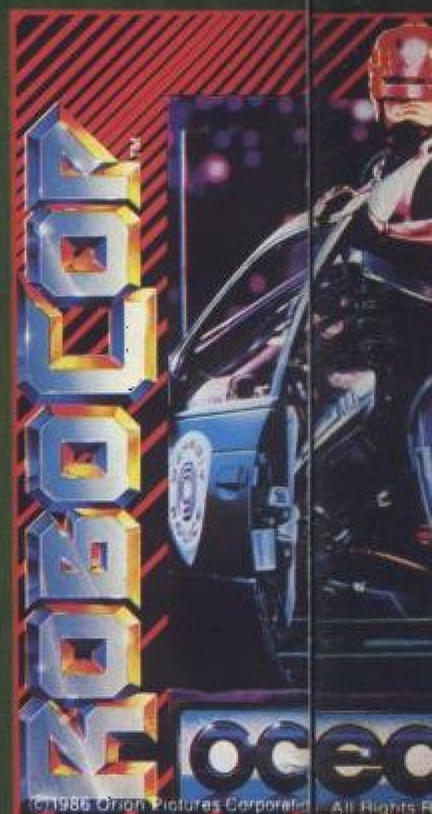


WEC LE MANS
"Wec Le Mans has many things going for it... I reckon it will be the definitive racing conversion for 8-bit machines."
Wec Le Mans is not a game – it is the ultimate driving experience.



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"This is definitely the be
tie-in to date, and is an u
superb game in its own
don't miss it."
C+VG GAME OF THE MO
COMPUTER + VIDEO G

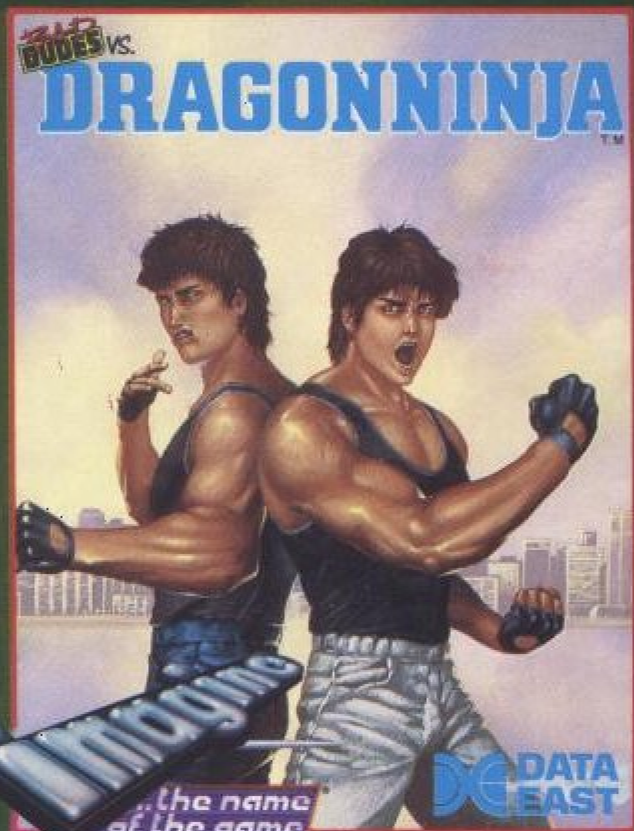


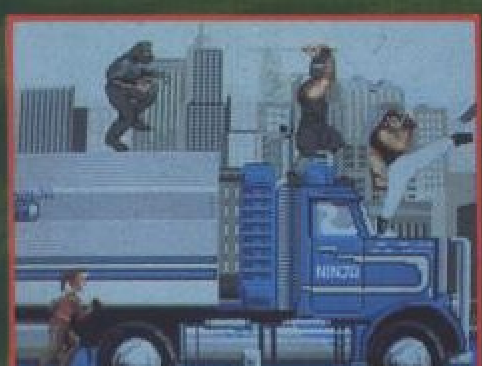


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COMPUTER GAMESWEEK

"A very enjoyable and addictive game... The best conversion I have seen on the Amstrad."
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"There is more than enough action in this one to keep you coming back for more."
ACE





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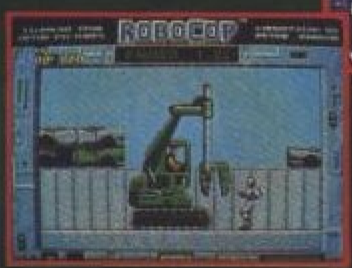


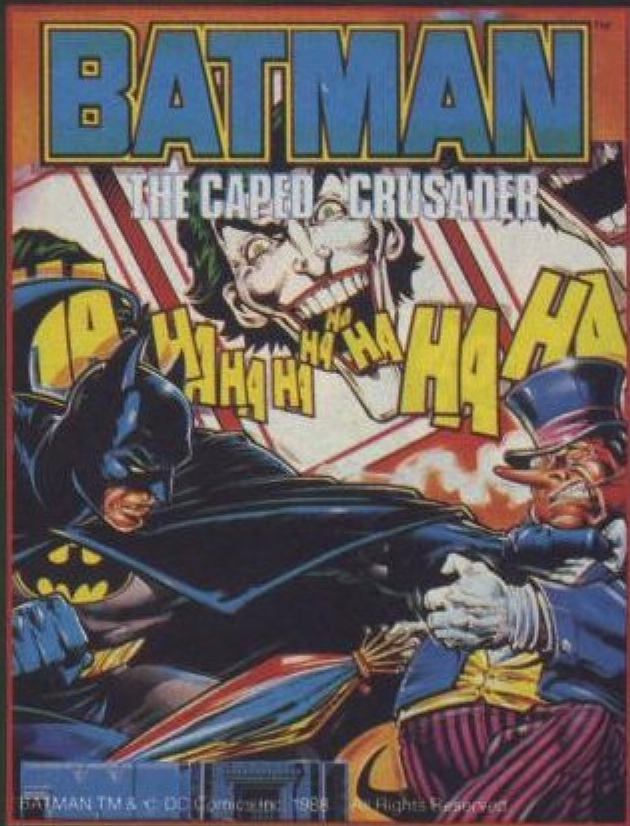
BATMAN
"Incredible presentation... Just the right way to capture the comic book feel."
ZZAP SIZZLER ZZAP 64

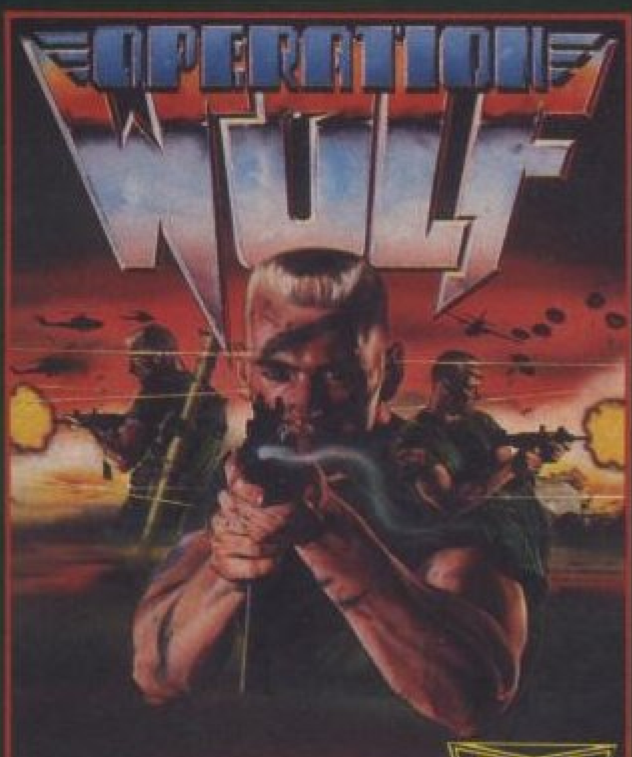
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A CRASH SMASH CRASH









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CONTENTS

POWER UP!

Greetings! Another month and another action packed CRASH with the fourth Power Tape, jammed pack with games and Pokes to keep you going until... next issue! And on the subject of Power Tapes, a heeeeugge thank you to everyone who has been sending in their own programs for inclusion on the tape. If we haven't contacted you about your submission — hold on! It takes a lot of time to play through all the arcade adventure, strategy, shoot-'em-up and adventure games which have flooded the Power Tape Dept. And DON'T STOP sending your programs in, we'll reward you with unbelievable riches (well, reasonably unbelievable...), details on page six. Look out for the first selection from the Power Tape Dept next issue, until then — enjoy!!



Game Thrills

ROCKMAN

Mastertronic

Meet Rockman — an underevolved little Troglodyte who likes a good gobble! (Fnar!) And he likes nothing more than gobbling mushrooms, and lots of them. The mushrooms proliferate throughout the network of caves that Rockman lives in — a pretty idyllic lifestyle, all things considered, except for the smiling faces. Though of a jolly grimace, these vaguely intelligent spritettes spell death for Trog if they touch him. After all, smiling faces have to eat too, and they don't like mushrooms, so Troglodytes have to do as munchies for the faces.

No death-o-zap laser gun for Rocky, because living in the Stone Age all that has been invented is the hammer. Bashing any of the rocks with his mallet causes them to instantly crumble or fall to the ground, depending on what is beneath. If Troglodyte eats all the Mushrooms on one screen, he's instantly transported onto the next screen where another feast of mushrooms is laid before him, which he just has to eat.

With spritely vigour he can run along, and drop off, the ledges of rocks that make up the majority of the maze. Also part of the cave interior are the vertical red zoom tubes, which allow him to scamper up an down between levels.

Though some people like to take time over their lunch, Rockman doesn't, and actually needs to consume all the mushrooms on screen within a time limit.

Rockman features 20 levels, and after completing five you're given a password. So, when you begin a new game, you input the password and skip the five levels. Five lives are given to Rockman to stuff himself silly, one being lost for every ill encounter with a cave nasty.

ROCK AND (CONT) ROL

Rockman is controlled by the user-defined keys or Kempston, Cursor or Sinclair joysticks. And to get you started, here are four clues to the four four-letter passwords. If you can solve the clue, you'll know the passwords!

1. A gemstone with black and white bands
2. A Hindu or Sikh religious leader
3. A Herb with grey/green leaves and purple, white or blue flowers, could also be a wise old man
4. A slender, sharp, curved nail on an animal's toe

THRILLS ON TAPE
Where to find your thrill power!

SIDE A:
ROCKMAN
TEMPLE OF VRAN

SIDE B
SUPERSLEUTH
SCEPTRE OF BAGDAD
POKEMANIA

Check the inlay for loading instructions. Should your tape provefaulty return to whence it came! (i.e. **CRASH TAPE CLINIC (68),SPOOL LTD, First Avenue, Deeside Industrial Park, Clwyd, CH5 2NY)**
A healthy Power Tape will wing its way back to you!!



REWARD

If you've written a game you think is dead good, why not share the experience with the Speccy world? Send it along to us on cassette or disk with a letter explaining the game, and if it passes the reviewers' test, we'll put it on the Power Tape, so thousands can enjoy it. Not only that, we'll give you lots of money!

Send your creations to:

POWER TAPE DEPT., CRASH, *PO Box 10, Ludlow, Shropshire SY8 1DB*. Give us 28 days, and we'll tell you what we think of it!!! More power to your programming!

(Please note: the phrase 'lots of money' means what *we* term as lots of money, not *your* idea of lots of money — i.e. not about ten squillion pounds in used notes please).

GRUMPY GUMPHREY SUPER SLEUTH

Gremlin Graphics

'Are you free, Mr Gumphrey?' I'm free!! Welcome to Mole Bros Department Store, a store of huge proportions, and in which Grumpy Gumphrey: SuperSleuth works.

Poor old Grumpy Gumphrey is definitely the department store's dogsbody. Apart from the fact that he is supposed to be guarding the shop's stock from marauding thieves (he is the Store Detective after all), Grumpy is also set a whole variety of tasks by the mean and moody manager. In between shooting mad, rampant ducks on the ground floor, Grumps has to make tea for his ungrateful boss and cope with a whole host of minor and major emergencies in the store.

Each task has to be completed within a time limit — gametime is relentlessly ticked off by a digital display at the foot of the screen. Failure to complete a task in time, results in a summons from the manager. Once summoned, Grumpy has to make his way to the Manager's Office within half an hour to receive a warning letter. If he fails to arrive in time, he gets the boot.

The store is crowded with shoppers (and the odd toy soldier), who mill around, manically getting in Grumpy's way as he tries to complete his tasks. If any of the characters other than the harmless hippy bump into him, Grumpy is pushed about and may be knocked off his feet — in which case he sits down.While he is sitting down, Grumpy gets closer to his next warning letter.

A bar at the bottom of the screen indicates how close Grumpy is to his next warning — as it gets shorter another missive gets closer. Four letters, and he's



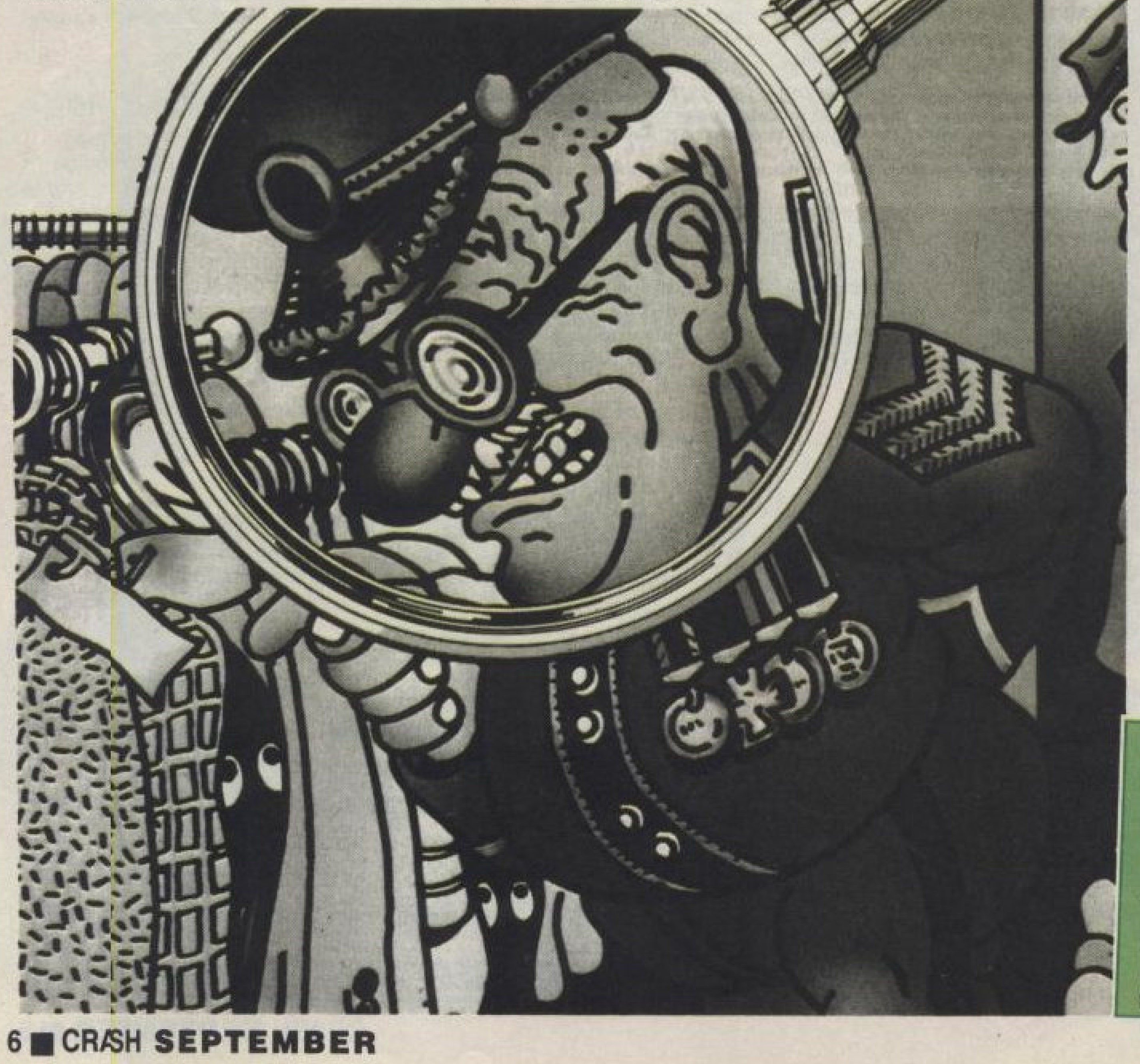
out of a job.

A horizontal message area at the bottom of the screen displays the latest order from on high and is used to remind Grumpy of the next task he needs to complete in order to survive the day.

There's a variety of objects scattered throughout the store which can be used to help Grumpy in his chores. To pick up an object, Grumpy has to be moved up to it and the pick up key pressed,

whereupon the object is transferred to his pocket — an area at the bottom right of the screen. Once an object has been picked up it can be dropped, used or knocked out of Grumpy's hands by jostling shoppers.

And for all budding Sleuths out there, here are some tips to get you started: You can get the tea cup in the canteen by collecting the box and putting it in front of the table where the tea is. Then walk forward (ie: up) onto the box to pick the tea up. If you find the scateboard, Grumpy can use it to get around the store faster.



GRUMPY'S CONTROLS Keys are:

Q...........Left W.......right
P............up L........down
Space....fire D ....drop/pick up
T............re-read message
S............scroll objects.

Alternatively Sinclair and Kempston sticks can be used.



Adventure Challenge! The Ket Trilogy Part 2

TEMPLE OF VRAN

Curse fate! Blast the man who framed you with a murder you never committed! And above all may hell swallow Vran Verusbel and Delphia (although, that's your job...)!

If they didn't send their armies into the lands of Ket, killing and plundering, you wouldn't be on this mission. Mind you, the executioner would have got you. Undertaking this mission to kill the Priest King Vran and his High Priestess Delphia is the only hope of life the Lords of Ket have offered, so you volunteered. They don't entirely trust you though, do they. Why else attach an assassin bug with poison fangs on your neck? Yes, little Edgar is going to make sure you remain the hero. He's been quite helpful too, full of information on all you've met and more.

Exhausted, you've made it to the far side of the Mountains of Ket. You're weighed down by all you've collected on the way: a suit of armour, sword, and a magical ring. Passing the final guardian, that huge Zombie would have been impossible without them, and the wand of course. But that's gone. Just as you were making that last dash towards the chink of daylight and freedom, the Zombie snatched it, and rolled a huge boulder into the tunnel behind you. No way back...

TEMPLE OF VRAN

Your mission now is to reach the Temple. Once there you will hopefully succeed in destroying its evil occupants. You've been told the Temple is found somewhere to the east, although probably not on a direct route. Again, many items you come across on your travels should be of help. Better not waste any, or bitter regrets will follow. But then, you know that already...

PLAYING THE ADVENTURE

When entering commands use a Verb/Noun combination. You'll be told if your command is not understood, or if you're trying something impossible. Here are a few sample commands: Get sword, prepare sword, throw cane, climb down, go east. Additional special commands:

Inventory: Lists objects you have with you and shows your prepared weapon.

Stat: shows your current condition.

Score: how well are you doing?

Beep: turns off the Speccy keyboard beep.

Help: May be useful. Look: redescribes your present location.

Quit: ends the game.

Commands may be abbreviated: Inv: Inventory, N: North, U: Up, etc..

Your statistics measure your current condition: Prowess, Energy and Luck. These are used in combat. You'll be told your statistics at the beginning of the adventure, and they may be checked at any time using Stat. The higher the better...

HOW TO FIGHT

To enter combat you must have a prepared weapon. Find out by typing Inv. If you have, one of your weapons will be in inverse video, this is your prepared weapon. To change weapon type Prepare *XXX* (whatever weapon you want).

If you get into a fight a special combat screen will be displayed. It shows your abilities and (thanks to Edgar) those of your foe. Combat is split into a number of rounds, ending when one of you dies or flees. Each round your prowess and that of your opponent is compared. The higher of the two has more chance of hitting the opponent, but even low prowess may hit! A hit decreases the opponent's energy, and total loss of it means death. You get a chance to dodge, but Luck is needed. Don't let it run out!

SAVING AND LOADING

You may save your present position at any time to continue later. Enter SAVE, type in a filename and start record. Press a key and the game will save in two short parts. To LOAD a previously saved position, LOAD the main program, type LOAD (enter), then play your data tape. You'll be told when loading is complete, and off you go from where you were!

PLAYING THE TRILOGY AS A WHOLE

Although you can play each part separately, there is the added thrill of solving the quest as a whole. Complete part one, then simply insert the next tape into your player and press play. The computer will preserve your current condition to take with you into this next part.

HINTS

Don't leave anything useful in a different time zone — you may not be able to return! Draw a map as you go.



SCEPTRE OF BAGDAD

from Atlantis Software

Ah, those Arabian Nights, eh? Genies, flying carpets, silly pointy slippers and other Turkish delights; you'll find them all in this amazing cartoon arcade adventure from Atlantis.

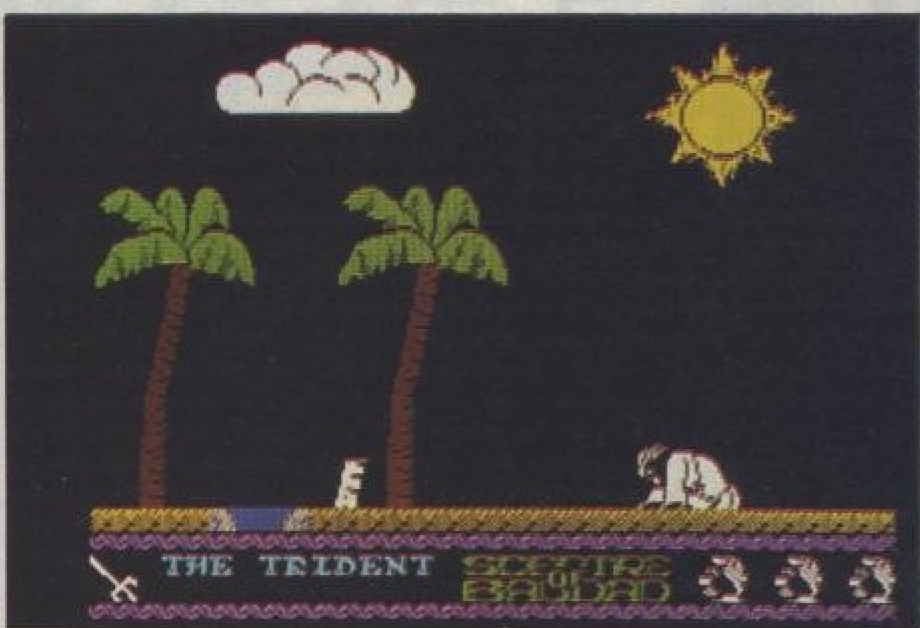
Sultan Caliph is having a spot of bother. On the first day of each year he must wave the 'Sceptre of Bagdad' at the local peasants to remind them he's the boss, and anyone who disagrees gets their head lopped off.

However, this year the Caliph has woken early, feeling decidedly strange. After a quick bodily perusal he discovers that he has shrunk to tiny proportions. Desperately, he climbs from his bed and clambers up to the Magic Lamp sitting upon his dressing table, and consults the Genie.

Genie tells Caliph that he's the victim of a spell, cast by a wicked wizard. The Caliph's home has now been turned into a puzzlesome palace of shark infested rivers, burning deserts and seemingly impenetrable barriers.

The Sceptre is at the far end of the palace, and if it is not reached within the ordained time the Caliph's reign will come to a premature end.

The corpulent ruler can move left and right, jump upwards and



pass through doors and other entrances. Objects found en route are collected by simply walking over them. Only two objects can be carried at once, the last acquired being displayed at the bottom of the screen. An inventory of items carried is accessed by pressing the space bar.

Sections of the palace and its grounds can only be crossed if the Caliph is in possession of certain objects — the coconut is needed to cross the desert, but the sling and pearl are first required to get the coconut!

If all of this wasn't bad enough, the poor Caliph finds that his palace has been infested by vicious creatures and monsters. Should these beasts touch him, the podgy ruler's life force is diminished until he eventually loses one of his three lives.

A reincarnation potion is hidden in the palace, saving the player's position when drunk. This position can then be returned to by selecting the 'Old Game' option on the main menu.

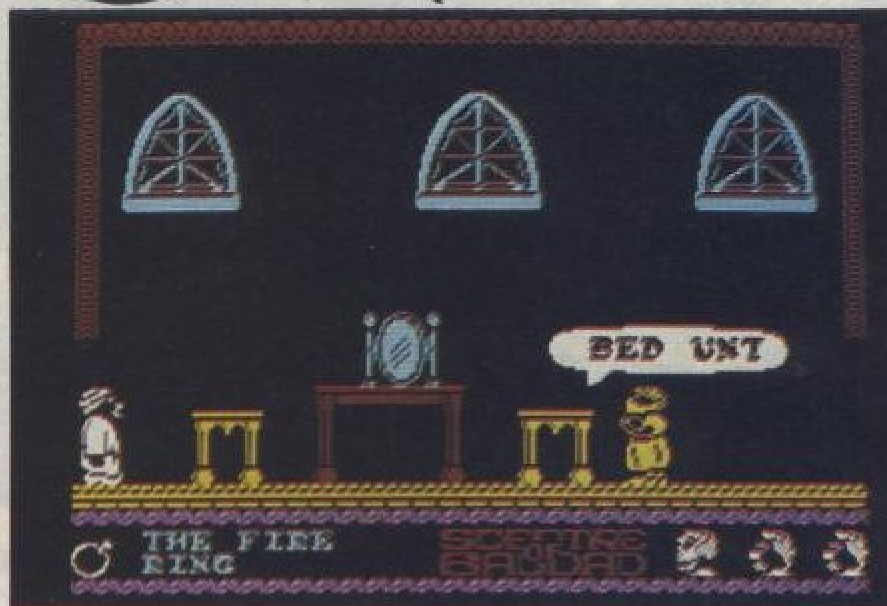
CALIPH'S CONTROLS

Keyboard controls are definable; you need left, right, up, down, and a select key. If you're happier waggling a stick of Bagdad then you'll need a Kempston, Cursor, or Sinclair.

DELIGHTFUL TURKISH TIPS

This should get you approximately one quarter through the game. Nick will print further tips in later issues. Won't you Nick?

First of all, take the FLUTE and leave the HANKY in the starting room, then keep going left until you reach the Air Bagdad platform. Jump onto this to fly across the river. Then go to the tower, enter, walk to the pile of rope to go up. Go right and jump up to the bird which ends up in a nest. Leave the FLUTE, pick up the WINGS and jump up across the nest until you are on top of a balcony. Keep on walking and allow the bee's nest to fall. The



bee does not harm you.

You should now have a MINERS HAT AND SEVERAL WINGS. Take the WINGS across the river and go left until you get to a statue of an archer. Jump up the steps until the statue flies off. Return over the river to pick up the KEYS and leave the WINGS there. Take the MINERS HAT to the room with the BEACHBALLS and KEYS.

Jump up the stairs and turn right. When you're inside, walk right and keep on going right to get rid of the nagging lady and to open the wardrobe. Slide down the banister, jump on the table and grab the ALI-BABA BOOK. Go back up the stairs and grab the FIRE RING, leaving either the HAT or the KEYS. Don't drop the BOOK. Go left, press the key used for going through doors, slide down the banister again, go left to Air Bagdad, fly to the other side, go where the statue used to be and jump to the top.

POKEMANIA GALORE!

Don't forget all those cool POKEs on your Mega Power Tape!

Nick Roberts tells you all about them and the light fantastic in his tips on page 31. Check it out.



MASTERTRONiC

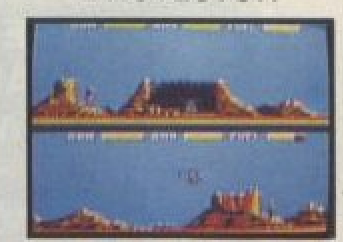
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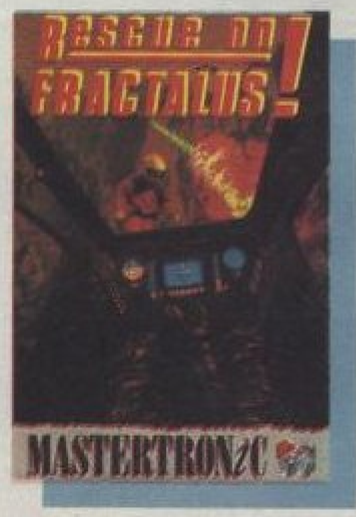


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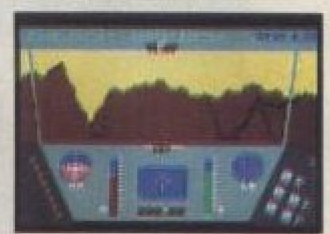


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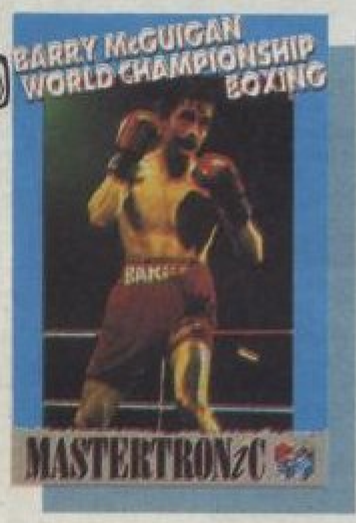


RESCUE ON FRACTALUS

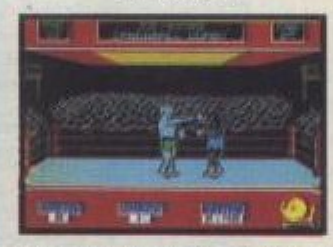


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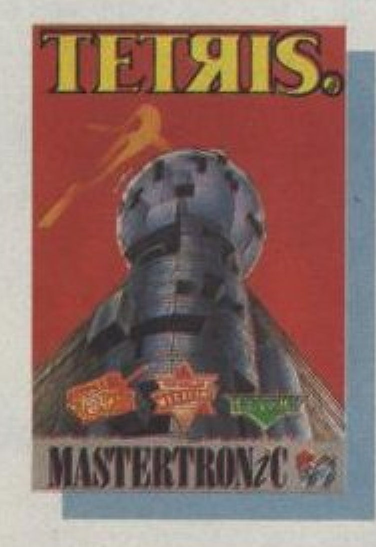


BARRY McGUIGAN'S BOXING

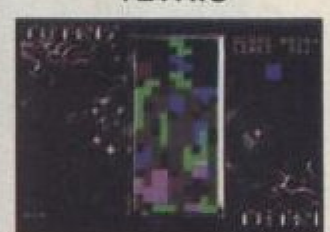


"PUNCH"

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TETRIS



"THINK"

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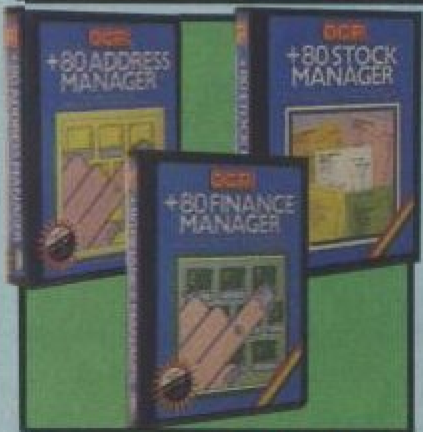
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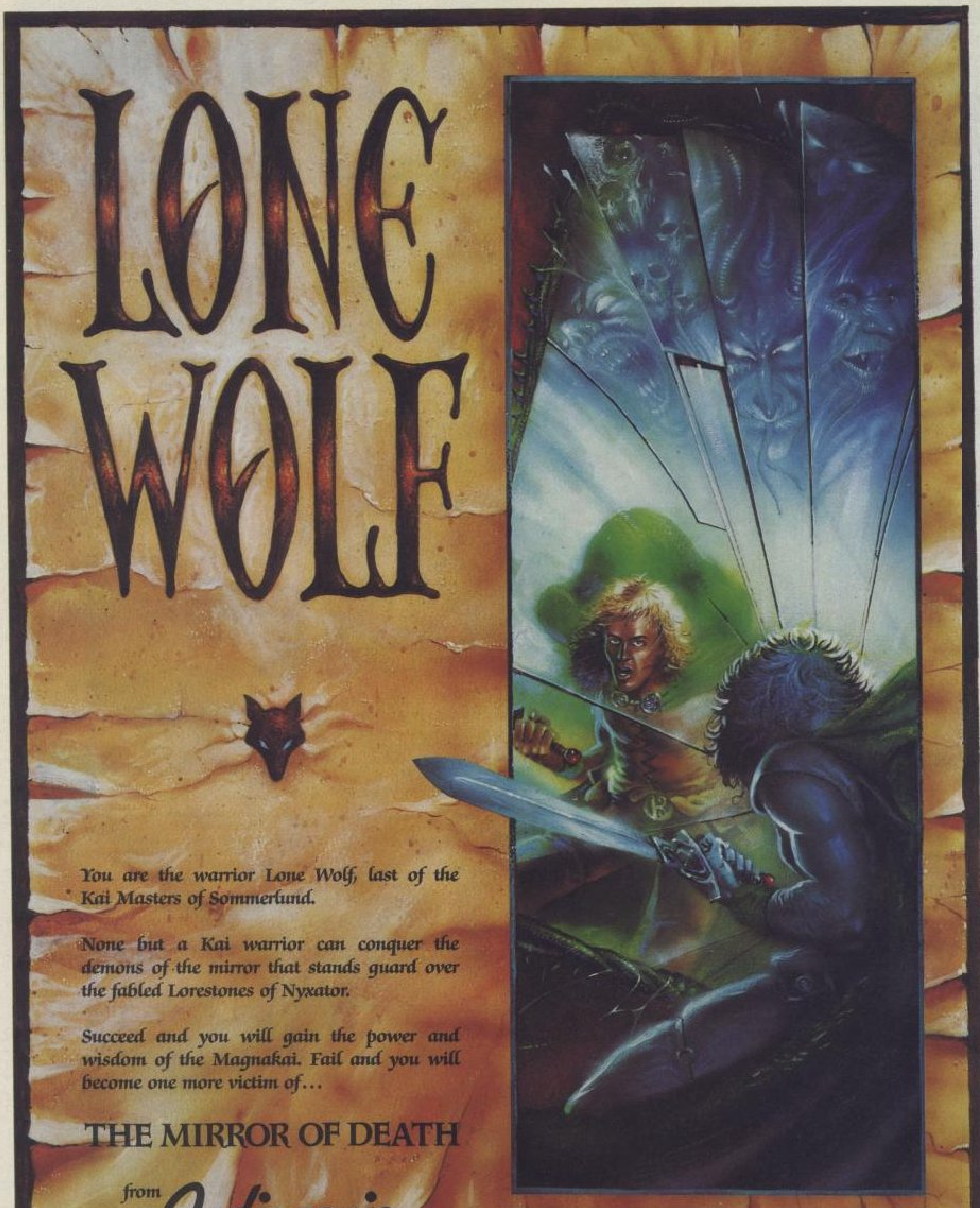
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COMPETITION

210 GAMES UP FOR GRABS!!!

YOUR CHANCE TO WIN THE ATLANTIS COLLECTION! 30 PACKS MUST BE WON!!



'Berlimey! The man from Atlantis, he say 'Yes'!!' No, he doesn't at all. He says 'Glub, glub, hello little fishy, bless my barnacles, if it isn't a berilliant underwater kinda compo! Starring me, Jacques Cousteau as Patrick Duffy, the sub-aqua superhero with faithful chum, Flipper the porpoise...' (SNIP! You're getting all the underwater characters confused! Get on with the compo —Ed)

Right. Atlantis is not as lost as some of you may think, because it is alive and well and can be found at 28 Station Road, London!! And the Men From Atlantis are The Shaw Brothers, the smashing software authors who have brought you fab budget titles (still only £1.99 from all good software emporiums — Blatant Hype Ed) such as Kosmos, GunFighter, SuperKid, AquaSquad, and so many more! In fact, check out *Sceptre of Bagdad* on your CRASH cassette this month to see how good Atlantis games are!

And this is the Wordsquare from Atlantis, a new kind of hero! Hidden in the square are 12 words, as listed in the box. They may run in any direction but always in a straight line. Find all 12 and you're well on your way to winning one of the 30 Atlantis bumper packs we have on offer. The pack comprises seven games: *Kosmos*, *GunFighter*, *AquaSquad*, *Heartbroken*, *Tank Command*, *Cerius* and *Superkid*.

Once you've found all 12 words, cut out the coupon and send it to: THE COMPO FROM ATLANTIS COMPO, CRASH, *PO Box 10, Ludlow, Shropshire SY8 1DB*. Entries to arrive here by September 20, and follow the compo rules or you'll end up being the Prat From Atlantis at the bottom of the nearest duck pond.

WORDS TO FIND

GUNFIGHTER
KOSMOS
COMMAND
AQUA
HEART
ATLANTIS
SUPERKID
TANK
CERIUS
SQUAD
BROKEN
CRASH

U	S	Y	F	F	O	G	G	B	T	T	G	S
P	R	O	N	E	K	O	R	B	P	T	U	O
K	E	E	P	D	A	U	Q	S	A	P	S	M
D	C	N	T	A	N	K	C	I	E	M	M	S
E	R	K	H	H	S	S	A	R	H	C	A	O
C	L	M	S	K	G	H	K	E	M	S	O	K
A	T	L	A	N	T	I	S	C	D	Q	N	R
S	U	P	R	E	D	D	F	I	G	H	E	R
H	R	U	C	O	M	M	A	N	D	T	A	R
C	A	R	E	T	G	I	F	O	U	U	V	C
R	S	I	T	A	L	T	A	S	U	G	W	S
S	H	E	R	T	B	R	N	A	L	A	T	I

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Live Circuit

News ■ Views ■ Jetman ■ Forum ■ Winners ■ With Lloyd Mangram

Ugh. Summer is all very well, as long as I'm left in peace in the garden. But sadly one has to take a trip into Ludlow for the shopping and sifting through the month's mail bag. Why sadly? Well, it is tourist time in Ludlow. OAPs, Birmingham bus tours and Americans arrive by the coach load, creating havoc in the streets. Actually, did you know that Ludlow is considered the fifth most important place to visit in England by the American guide books? That's as maybe, but here's the first most important place to visit in CRASH — Live Circuit!

OUTLAWED DONGLE

Dear Lloyd,
After seeing Romantic Robot's recent ads for the Multiface add-on, which is to be banned under the new copyright act, I wonder if this is really fair. I have used my Multiface 3 on my Plus 3 to transfer tape software onto disk, and it's a very valuable utility. But it appears Romantic Robot have had to stop selling it because it can be used to aid pirates. To my knowledge any software I back-up using the Multiface cannot be used on another Spectrum — you have to have the Multiface for it to work. Will I really be breaking the law next time I use my Multiface to back-up software?
Adrian Hunt, Worcester.

The answer, under the Copyrights, Designs and Patents Act 1988, which came into force on August 1, is a most definite YES. You now have absolutely no legal right to copy/back-up a piece of software in any form. Though, I suspect, you wouldn't end up in court over taking what is really just a sensible move.
In the case of the Multiface, it's against the law to advertise them as copying devices — though it seems it's alright saying it is a back-up utility. The Act doesn't really make it clear enough, and as yet there are no previous cases to act as pointers. We'll have to wait and see. Obviously this is going to be a topic that takes over the forum soon — so get your opinions in as quickly as possible if you want to see your views in print.
LM

NO PLAYS LIKE HOME

Dear Lloyd,
I have often wondered how much games playing and computer use the CRASH team do at home. Could you please find out if they have Spectrums at home and buy games to play on them like the rest of us, or do they just play the review copies all the time?
David Waters, Middlesborough



To tell the truth David, after a hard day's slog over a hot Speccy, most of the rabble don't want to see a computer again until the morning. But, tucked away at home the team do have their own faves and they are: Nicko has a Speccy and a Vic 20 and is saving up for an Amiga, Mike stays faithful with just a Speccy, Richard has an Amstrad PCW 8256 and occasionally a Spectrum (though it usually ends up back at the Towers when the office ones die), he's also rumoured to have an Amstrad CPC, though he says he gave it away. Oli doesn't own a speccy at the moment, though he wants one to play adventures on, but does have a small Apple Macintosh (just to show everyone else up). I have a Hermes and a cat, but they're not computers.
LM

GONE?!

Dear Lloyd,
Like the new look, but whatever happened to the personal ratings at the bottom of each reviewer's comment? I think this was important, because then you knew precisely what each reviewer thought. I hope you will put them in from now on.
Simon Dibbs, Warwick

£40 OF SOFTWARE MUST BE WON!!

Don't forget the Letter of the Month wins £40 of software! I haven't awarded a prize for a while because there hasn't been one worth it. So let's hear it from YOU! We want your opinions an any Speccy subject, especially the new Copyright law. Send your missives to **LLOYD MANGRAM'S FORUM, CRASH, PO Box 10, Ludlow Shropshire SY8 1DB**. And sorry, but I can't answer any requests personally — I've got enough to do as it is!!

Okay, they back! How's that for supply and demand?
LM

PASSWORD

Dear CRASH,
I am the only one with a computer in our house. The problem is I write my diary on it and save it — and then my brothers load it up and read it all! It's not fair. If you could help me I would be very pleased. What I would like to know is what program I need, so you have to enter a password to get into the diary. Could you help me please?
Laura Powey, Portland, Dorset.

Sorry Laura, I don't know of anything you can buy like that. If there are any readers that could help Laura, send in your suggestions.
LM



FOOTBALL KEERRRRRAZY!

Don't look now, but there's another football game coming your way soon! Eeeek! This time it's *Manchester United — The Computer Game*, and it comes from Krisalis, the software house set up by programming team Teque.

The game is expected to feature a full club management system and a realistic football game. The player can be the manager of Man Utd, the star player or the aspiring (or should that be perspiring) player manager. It's a while off yet, but we'll bring you a full preview soon, before the game's release date in November.



IT'S CHRISTMAS, HURRAH!!



Andrew 'Santa' Hewson

Golly gee, so it is! The snow falling on the roof tops, chestnuts roasting on an open fire, Mr Robin Redbreast doing is head in trying to crack the ice on the bird bath and Hewson about to release a Christmas compilation — *The Christmas Collection.*

Gosh, it seems only last month Hewson released its summer compilation, Heatwave! (It was —Ed). Anyway, *The Christmas Collection*, available October, £12.99 cass and £17.99 disk, features six smashing games: *Uridium, Lightforce, Cybernoid II, Eliminator, Exolon* and *Hydrofool*. Anyone for sherry and mince pies?

BUSTING AGAIN



Activision have snapped up the rights to *Ghostbusters II*, the sequel to one of the most popular films of the decade. The film opened on 16 June in the States and grossed $10 million on its first day!

Mind you, the original *Ghostbusters* game did jolly well itself, and has sold over 2 million copies!!!

Force Field, the programmers who wrote *Time Scanner*, are working on the *Ghostbusters II* game which is planned to have four different arcade scenarios. Activision are pitching this as one of their smash hits for Christmas alongside *Power Drift* and *Galaxy Force II*.

***Ghostbusters II*, from Columbia Pictures, opens in the UK in December. Don't call us — we'll call you.**

UNCLE SAM'S COUPE COLUMN



Yipeee! The launch of the new 'mega-Spectrum' will be upon us soon - yup, MGT's SAM COUPE is nearly up and running. From now on we'll be taking a look at the final developments of the new machine. Next month we'll ne taking a trip to MGT to peruse the Coupe's capabilities, but for now here's what the beast will be offering:

★ The Sam Coupe has four modes of operation. Mode One is normal Spectrum mode, so it'll do everything a Speccy does, but a hell of a lot faster! Mode Two is an advanced Spectrum mode and does away with any attribute clash on games loaded in. Mode Three is an 80 column text mode, very useful for word processing and the like. And the fourth mode is where the Sam really comes into its own: 64 colour mode, 256 x 192 resolution, and all 64 colours can be on-screen at once, as long as there are only 16 colours in one horizontal line.

★ To make full use of Sam's graphic capabilities Bo Jangeborg, creator of the Fairlight duo of games, has written a graphics utility especially for Sam.

★ Music to blow your brains! SIX channel sound, in stereo, eight octaves with 256 tones per octave. Using full envelope and amp control, Sam can play some decent music!

★ Apparently, it will be very easy to convert new Speccy games to run on Sam using the Programmer's Development System written specially for Sam!

★ Mel Croucher is writing the quick-start user manual, and cartoon artist Robin 'Mercy' Evans is livening it up with humourous scrawls!!!

★ The custom chip is back from Japan and ready for duplication!!!

★ The Sam isn't finished yet. We'll bring you the full report — properly — when it is. Unlike some other Spec mags. .

You can contact MGT on the special Sam Coupe Hotline on 0792 791 275, or for written details write to: MGT, Lakeside, Pheonix Way, Swansea SA7 9EH.



NOT *ANOTHER* JOYSTICK!!

It's another joystick! And this little beauty is called the *QS-118 Wizmaster* (But you can call me Whizzy). It comes from Spectravideo, makers of the incredibly popular *QuickShot II*, and features three different control mechanisms, push button, thumb and finger control, two different sized levers, two fire buttons, auto fire button and computer system select button. Rumour has it that a kitchen sink will feature in later versions.

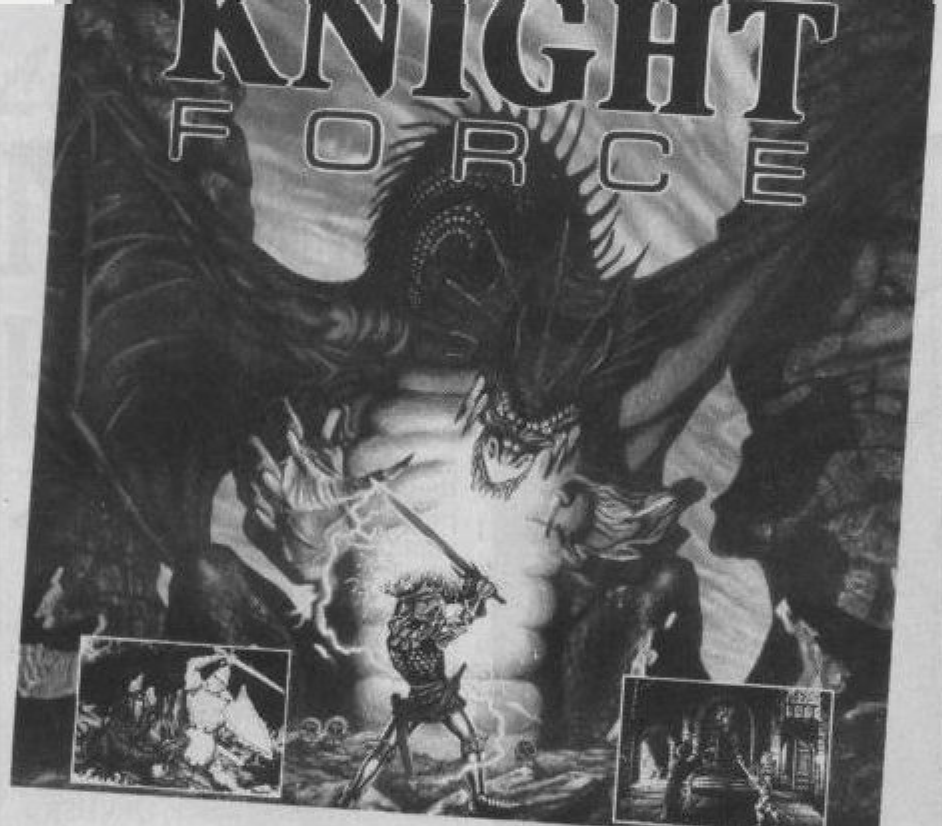
Out now, and a snip at £11.95.

A CHUM FOR YOUR DISKDRIVE - THE PLUS 3 DISKMATE!!!

Just because MGT are busy constructing Sam, it doesn't mean they're going to rest on their proverbial laurels. No sir! For here is another spectacular utility from the Welsh wizards - the +3 *Diskmate*.

It's a piece of utility software running in +3 basic and adds a myriad (well, seven) useful commands to the disk driver. There's BFORMAT which is a formatting routine giving an 80 track, double-sided double-density disk with 760K of space; DRVUSR a small routine to change the user area and drive default mode; CATALL sends a complete catalogue to the screen or printer; HEADLOADER allows the modification of file types; HEADCOPY reads a cassette based program's header and informs you if it can be transfered to disk - if it can it lobs the program onto disk; BOOT forces the +3 into a reset within a program, and READER is a disk header reader which copes with any file type.

It sounds jolly useful to us and comes on a disk costing £19.99 from MGT direct.



THIS LOOKS LIKE A JOB FOR THUNDER KNIGHT!!

Titus, who brought you the excellent *Crazy Cars II*, have just announced a new arcade combat game called *Knight Force*. Playing a mean looking, sword wielding , hero — The Knight of Thunder — your quest is to enter the time warp (it's just a jump to the left, and a step to the ri-i-i-ight and past the pond...) and battle through five different time zones, including prehistoric, medieval and present day.

***Knight Force* features 25 levels in all, with 'graphically outstanding' backdrops of the periods, and enemies such as gnomes (?!), dinosaurs, skeletons, ghosts and an assortment of mystical creatures. 'Fast action and ultimate gameplay make *Knight Force* the unprecedented creation in the history of computer games' (hem hem), it says on this piece of Titus paper. Do we believe them? Do we hell. But the proof of the so-called pudding is in the eating, eh viewers?**

SUPER DRAGON SLAYER: Hello, Supes here. Look, awfully sorry about this, but it looks like I've only just been released, although the reviewing blighters featured me in issue 65. I'm from CodeMasters Plus, come on two cassettes, and cost £7.99! Pity I'm only worth 57% really.



IT'S THAT BLIMMIN' FORCE AGAIN!!





It most certainly is, and any moment now Domark are releasing *The Star Wars Trilogy*. It's a three game compilation featuring the coin-op conversions of *Star Wars, The Empire Strikes Back* and *Return Of The Jedi* from the Atari arcade machines.

The trilogy is Domark's first ever compilation and it retails for £14.99 on cassette and £19.99 on disk.

Commenting on the pack, Domark's Marketing Foxtress Clare Edgeley said: 'Gerrrowl, snurfffulem, rooooawwr...'. But then, she was doing her Chewbacca impression at the time.



DON'T *MYTH* OUT ON OFFICIAL SECRETS!!!

There's a fab new adventure doing the 'rounds' at the moment; it's called *Myth*, written by Paul Findley of Magnetic Scrolls.It's reviewed this issue and is a...find out for yourselves!

But you can't buy it, nope. It's free!! As long as you join Official Secrets that is.

Official Secrets is a smashing and jolly useful adventure club run by Tony Rainbird who started Rainbird Software years ago. Club membership costs £22, and for that you get Confidential, a regular 32 page magazine which mainly deals with adventures, but also covers simulations and role playing games.

Plus a copy of *Myth* on +3 disk (if you don't own a +3 you receive the *Supreme Challenge* compilation), and a copy of *Gnome Ranger* from Level 9 (if you have it already, you receive *Captain Blood*). And you get access to the Official Secrets Helpline, where they can solve any adventure problem.

And (gosh! what a lot!!!) there's free membership to Special Reserve (normally £5), another club, which offers members games at very cheap prices!!

Official Secrets has nearly 3,000 members already and is looking for more. Write to Official Secrets, PO Box 847, Harlow, CM21 9PT for details. A wonderful service and no mistake!!!

HECK! ▼ ▼ ▼ ▼ ▼ ▼ ▼

IT'S A LIGHT GUN FROM CHEETAH!!

It's just like the number 63 bus — you wait years, and then three turn up at the same time! Or rather, two — and we're talking about Light Guns (which have no resemblence to buses really).

After Sinclair's efforts to bring a new age of gaming to our itchy trigger fingers with the *Magnum*, Cheetah (peripherial producer of old) hit back with the *Defender*, a another new light gun, which should be released in September retailing around £25, £5 cheaper than the *Magnum*.

Cheetah are producing the hardware side of the *Defender*, which is planned to have a more realistic gun look to it than the futuristically shaped *Magnum*, and CodeMasters have the job of producing six quality games exclusively for the *Defender*. Yet to be seen, the titles are: *Super Trans—Am, Bronx St Cop, Harrier Attack* (a working title, expect something like *Mig-29*), *Billy The Kid* (a wild west shoot out game), *Jungle Warfare* (again a working title, looks a bit like *Green Beret*), and *Advanced Pinball Simulator*.

Top engineers at Cheetah have been working on the design and hardware for a year, with special attention paid to the finer details like weight, trigger balance and precision accuracy to make the gun's 'feel' just right.

Next month we'll be bringing you the full details, with news of the six CodeMasters games plus a smashing competition, where you can win FIFTY - 50! — *Defender* light gun packs from Cheetah. If you want to get more information, contact Cheetah on 0222 555525 or at Norbury House, Norbury Road, Fairwater, Cardiff CF5 3AS.

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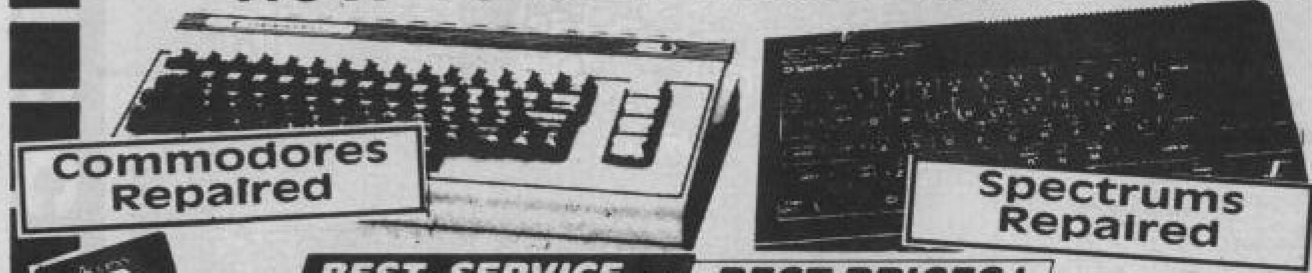
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Wanted desperately."New Wheels John" and another game which is by CRL (I forgot the name), in which you manage a Formula One racing team. Will pay loadsa cash or swap for new decent games (plural). Call Adam on 041 686 623.

Manual for 128K Spectrum. Also copy of Spectrum 128K Guide by Ian Sinclair. Contact Joe Davies, 34 Windleston Drive, Middlesbrough, Cleveland TS3 OBQ. Tel. No: (0642) 313295.

FOR SALE

Spectrum 48K+. Excellent condition. Includes Turbo Ram interface, three joysticks, £300 worth of games, 30 mags. £160. Phone Ipswich 0473 682250 after 4.00pm.

Super sexy Spectrum, big +3 (Oo-er), with modem to seduce macho mainframes, around 30 games included too to keep it 'amused'! All in 'virgin' condition for £185. W. Summerell, 48 Clevedon Road, Tredworth, Gloucester GL1 4RN.

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Spectrum 128+2, £550 of software, joystick, excellent condition, boxed as new, software includes Operation Wolf, Rastan, Afterburner, Arcade Muscle, Bards Tale etc. Sell for £250 ono. Phone Chris on 0387 68819 anytime.

Spectrum +2 in excellent condition, with mouse, Alphacom Printer, 2 joysticks, dustcover, magazines and hundreds of games such as: Out Run, Starglider, Cybernoid and 720'. Worth £800, will sell for £250 ono. If interested, phone (01) 445 3703. Ask for Roger.

Spectrum 128K, Philips tape recorder, multifunction joyboard, large case of games including R-Type, Operation Wolf. £90. Tel. (0548) 550450.

Spectrum +2, boxed, excellent condition, about £500 worth of software, Kempston interface, joysticks. Total set worth about £670. Asking just £200 ono. Phone Adam on 01 521 4284 after 4pm for details. Demo if wanted.

Crash back issues from No 5 to No 51, odd ones missing. Whole lot to go in one batch. Open to offers. Tel. Bradford 0274 574187, ask for Brian.

Spectrum +2 computer with Kempston joystick and interface, Sinclair joystick, Multiface 128, £1000 original software. Sell for £170 ono. Tel. (0703) 899 039 and ask for Greg.

Spectrum games for sale, all 75p or less, all in good condition, including Road Blasters, Vindicator, Gauntlet, Metrocross. Send a SAE to :– Lee Whatmough, 247 Victoria Ave, Princes Ave, Hull HU5 3EB.

Approx. 60 games for Spectrum 48/128K, plus tape recorder. Worth approx. £150, accept £60. Tel. David Patience on 051 327 6983. Buyer to collect.

Speccy games for sale. £3 each. R-Type, LED Storm etc. £50 for 19 games. Contact Paul Willoughby, 82 Blenheim Park Road, South Croydon, Surrey CR2 6BF. Tel. No: 01 660 3196.

Specmate, 48K Spectrum, GAC, Outrun, 10 games, Quickshot II, interface, double deck. Worth £300. Sell for £150. No offers, split Specmate fro £50. Write to Gary, 20 Kevin Gardens, Omagh, Co. Tyrone, N Ireland BT78 1QS.

Spectrum 128K+3, Multiface 3, Kempston, tape deck, 3 joysticks, £300+ disk games including Afterburner, Operation Wolf and £250+ tape games including Double Dragon, Last Ninja II, plus more. Please phone after 6pm, (0242) 520034. Ask for Ronnie.

2 Spectrum computers 48K and 128K, tape recorder, word processor, joystick, over £500 worth of games inc. Artist 2. All good order. Tel: 0202 743439.

Speccy +3, Multiface 3, joystick + interface, cassette lead, software and utilities. Worth £520, sell £300 ono. Write to: Hossein Ghodse, 42 Alwyne Road, London SW19 7AE or telephone 01 947 1400 after 5pm.

128K+2 Spectrum, joysticks, books, magazines and games worth over £500. All in good condition. Will sell for £300 ono. Phone Woking 21315 for details.

128K+2 Spectrum, over £800's of games including WEC Le Mans, Xenon, Sanxion, 40 magazines, tape recorder, joystick. VGC. Sell for £295 or swop for Atari ST or Amiga. Phone Mark on Ashford (0233) 627168.

£1 apiece, we now have over 50 unreleased items of 80%+ standard software, all types. Price includes postage and packing! Send SAE for free list/order form to Alphasoft UK, 5 Watson Close, Bury St Edmunds, Suffolk.

Spectrum 48K, data corder, joystick plus interface, Timex 2040 thermal printer, AT+Y copying interface and Multiface One hardware backup interface, Teletext adaptor, Micro Speech unit, hundreds of games. £250 ono. Notts area. Tel: 0636 812125.

Hundreds of games for sale from 50p upwards. Lots of new titles like The Munsters, The Running Man, The National. Also POKE tape with over 70 POKEs on each tape. Send SAE to Colin, Nine Green Ave, Netherfield, Notts. NG4 2LZ.

Spectrum +3 128K nearly new. Manual, joysticks, Multiface +3, Spectrum Interface MK2, cover, 100's of games on disk and tape. Also assorted computer magazines, Crash, Your Sinclair etc. Worth £500+ only £279 ono. 87 Perth Avenue, Hayes, Middlesex UB4 9LW. Phone 01 841 7911.

Spectrum Plus 3 with disk games + leads £79.00. Currah Speech £6.00. Spectrum and C64 games from 50p. Alphacom thermal printer £20.00. 48K (rubber key) Spectrum £19.00, Commodore 16+4 computer + games £30.00. Send to:– Mr T. Worrall, 328 The Maltings, Penwortham, Preston PR1 9FD.

Software for sale! – All original and in excellent condition. For details and prices write to: Peter Mc Allister, 25 Carn Gardens, Glengormley, Co. Antrim BT36 8YE.

Spectrum 128K+2, two joysticks, £320 of software. All boxed and in good condition £230 ono. Kempston 'E' printer interface £25. VTX5000 modem £25. Oric 48K with 20 games and speech synth £70 ono. Tel. 0854 82315.

Spectrum +2, Multiface 128 and Lifeguard, over £250 worth of software, £30 worth of magazines. All boxed and in good condition. Worth over £500, will sell for £300. Phone 0324 714207 after 6pm.

Spectrum magazines, some original software, ZX81, 16K RAM, ZX Spectrum, Interface 2. Also Video Genie, Oric Atmos for sale. Send a 19p stamp for full details and prices. S.J. Austin, 8 Greenwood Avenue, Chinnor, Oxon OX9 4HN.

Loads of new games inc. Robocop, Op. Wolf, Blasteroids and In Crowd. From £1 to £4. For a list write to A. Fleming, 25 Arnprior Place, Alloway, Ayr, Ayrshire KA7 4PT.

Spectrum 128+2, 6 months old, with joysticks, Kempston interface, £300 worth software including several boxed set compilations, Batman, Blasteroids, Thunder Blade, 1943, DNA Warrior, Cybernoid etc . . . and music machine package. Will accept £250 ono. Phone Sheffield (0742) 690557 after 7pm.

Spectrum games for sale – Hundreds of games from old up to the very newest ranging from £0.50 to £2.50. For list send SAE to Jon Quail, 21 Silverthorn Drive, Longdean Park, Hemel Hempstead, Herts. HP3 8BU.

Spectrum 48K+, Cheetah 125+ joystick, Games Ace joystick I/F, Artist II and Genius mouse system, over 60 games. £160 the lot. Phone B'ham (021) 474 2183 and ask for Robin.

USER GROUPS

Utilities, programming help, graphics, info, practical homegrown software for the serious Spectrum user and more! Monthly on Disciple/+D, Opus, microdrive, cassette. £2 Your first issue of "OUTLET!". Ron Cavers, 605 Loughborough Road, Birstall, Leicester.

FANZINES

Free software with new-look tape KILLERBYTE, out now. Reviews, tips, etc. plus great programmes like Character Set Generator and Disassembler. Contact: Killerbyte, 8 Station Road, Kirby Muxloe, Leicester LE9 9EJ. State 48/128K. Price £2.00. Great compo with software to be won!

ZXTRA – Exchange fanzine. Swap, buy and sell software, hardware, records etc. Only 75p for next issue. Includes your list of items. Homegrown software adverts accepted. Also Shaw brothers info'. Contact:– G.D. Shaw, 25 Redwood Avenue, Royston, Barnsley, S.Yorks. S71 4JP.

"T.A.G.": Britain's fastest growing and best fanzine is now a tape mag! All the usual features: Issue 3 – up to date, reviews, previews, POKEs, news, films., PBMs, arcades, competitions, music, programming., + more! Only 60p + stamp! V. Vity, T.A.G., 11 Willow Gr, Bare, Morecambe, Lancs. Issue 4 – August!!

MISCELLANEOUS

Money!! Do you want lots of it? If so, send a SAE to Clive Arthur, 5 Leigh St, Burslem, Stoke on Trent, Staffs. ST6 1BE.

Programmers! Quality loading screens done. Send rough description of wanted picture, cheque (£25) payable to S. Smith, and your address to S. Smith, 3 The Firs, Royston, Barnsley, South Yorkshire S71 4LY. Pro's charge £200+!

Develop a super memory, memorise whole books, manuals, articles, newspapers. Learn foreign languages. Pass exams easily. Your memory has unlimited power, learn how to use it. Free details. D. Walton, 155 Wash Lane, W. Midlands B25 8PX.

"An absolute ingenious game featuring tense strategy action. It has to be played to be believed . . . one not to be missed". – V. Vity's opinion of "GRAND PRIX RIDERS" – as seen in Motor Cycle News! £2.99: V. Vity, 11 Willow Gr, Bare, Morecambe, Lancs.

Coming soon: (Aug 15th) "SPY DROID" – Vinsoft's third release. Rescue your pilot in this compulsively addictive, 3D scenario game. Featuring: moving and disappearing platforms! Aliens! Black holes! Killer bubbles!! + more! Only £2.50: V. Vity, 11 Willow Grove, Bare, Morecambe, Lancs. Another great homegrown budget Smash!

"Right, left, uppercut – Oh! And he's down – A knockout! Can you fight your way to the top . . . with K.O.?" Find out by sending only £1.99 to: V. Vity, 11 Willow Gr, Bare, Morecambe, Lancs. Got 8.5/10 on Oracle! Strategy, simulation, action, fun!!

"THIEF IN THE NIGHT" Adventure game for the Spectrum 48K. Can you "acquire" the legendary Sunnyvale Chalice? Send an SSAE together with £1 to: Matthew West, 12 Hillcrest Road, Thornton, Bradford, West Yorks. BD13 3PQ.

Would you like a Porsche? This is not a dream. You can earn big money with your micro. Send SAE for free details. You won't be disappointed! A. Beards, 22 Beaconsview Road, Clase, Swansea SA6 7HJ.

Look! Over 1300 Multiface POKEs in alphabetical order. Send SAE and cheque or postal orders for £2.50 to R. Bryant, 38 Pye Street, Faringdon, Oxon SN7 7AS.

Professional PBM Soccer League. Fully computer moderated, includes League and Cup games, Internationals, reserve teams, transfers, stock market and more. Start up pack £4, subsequent turns £1.30 per fortnight. Write to Grimsdale Games, 12 Aspen Way, Cringleford, Norwich NR4 6UA.

Attention +3 users! Use your disk drive from 48K BASIC with a cheap, reliable menu-driven utility. Only £3.00! Write to R.E. Stuckey, 45 Cam Green, Dursley, Glos. GL11 5HL.

PACIFICS: PRISONER OF WAR is only £3.99. Can you escape from P.O.W. camp? Buy now. HORSE PREDICTOR is £15.99. Amazing accuracy (also POOLS £15.99). Pacific Software, 83 Stuart Road, Walton, Liverpool L4 5QT.

NEW Vinsoft's 4th release: "BLOCK WAR 3000AD" – A futuristic strategy war game: Up to 5 players (1 C.P.U.), excellent colourful graphics, different city every time!, special missions, raids, battles, bombing, looting, + more!! Only £2.99! V.Vity, 11 Willow Gr, Bare, Morecambe, Lancs. SAE for details! Programmers required.

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Write your advertisement here, one word per box and include address and phone number if you want them printed.

COMPO WINNERS

TOWER OF LIGHT (66)

Well done to everyone who managed to fit 'Will Someone Do Something About The Tower Of Light It's Dark In here Compo' on their envelope! Even more congratulations to the fifty winners who got the answers right and had the luck of the draw. All these people receive the role playing game Tower Of Light from Caris Software.

Simon Ponsford, Wiltshire SN13 9UU. James Pollard, West Yorkshire LS28 8BE. Christopher Brent, Leeds LS11 8EZ. Shaun Fogarty, Milton Keynes MK4 1DE. Richard Lyth, Cleveland TS22 5DL. Stephen Owen, Oswestry SY11 2XD. Mr N S Warren, Liverpool L12 0MZ. Paul Harmer, Kings Lynn PE32 2PS. Waiwah Yip, Chesterfield S40 3NQ. Mrs S Foyster, Norwich NR6 5SJ. David Trigg, London SW19 2TQ. Ian Cook, Suffolk CB9 0DH. Andrew Reid, Surrey GU21 3HG. Neil Harper, Falkirk FK1 3BW. A Taylor, Worksop S81 7JU. D Cotton, Dorset BH21 1UU. G P Terry, Hampshire SP11 0HD. David Haffner, Redditch B97 6LY. Daniel Levene, Northants NN10 0AZ. Ian Ewington, County Durham SR7 0BL. Carl Yu, Liverpool L6 3AQ. James Sandy, Teighmouth TQ14 9UL. John Veness, Southampton SO2 4LR. J Lari, South Glamorgan CF6 2DG. A Brown, London N2. Richard Ross, Eastwood NG16 3FF. Susan Collins, Maidstone ME17 2AP. S Molloy, Sunderland SR3 3RH. Daniel Harvey, Kings Lyne PE30 2QA. Richard Lane, Solihull B93 8BY. Chris Huxley, South Humberside DN32 9QS. Lawrence Pycock, Maidstone ME17 4QB. Ben Morgan, Peterborough PE6 8LJ. Mr N P S Crawford, Plymouth PL7 5EB. Simon Walton, Cornwall PL12 5EZ. Michael Thurling, Suffolk NR32 2BW. Steven Tiltman, Derbys DE4 5EN. S Drury, W Yorks WF3 1SS. Adrian Garratt, Northampton NN2 8DX. Robert Watson, Kent ME13 7SL. Adrian Bonstead, Northampton NN1 3LP. R L Burdge, Peterborough PE2 0RY. Ross Coundon, Tyne & Wear SR4 7NN. Kevin Shaw, Rochester ME1 2QE. B Whitehouse, Wednesbury WS10 0EZ. Peter Quanstrom, Eastbourne BN20 7TS. Leigh Loveday, West Glamorgan SA12 6AL. Christopher Lake, W Sussex GU28 0BH. David Law, Stratford-On-Avon CV37 7SL. M J Davies, Lancs OL10 2PA.

INDY QUICK COMPO

It's Old Wassis Name Innit Compo got loads of replies, all hoping to win one of the ten Indy paperbacks Sphere Books were giving away. The lucky ten are:

Zeshan Sadique, Reading RG6 1NJ. Michael Smith, Walsall WS9 9 LH. Andrew Coleman, Birmingham B29 7PZ. Mr R Pike, Oldbury B64 9LJ. Richard Lyth, Billingham TS22 5DL. CRASH READER, Maidstone ME14 2QA. Thomas L Conway, Co Durham Eire. Jeremy K Marston, Dorset BH22 9RH. James Hampson, London SE5 1BS. Mr A Wood, Stoke-On-Trent ST4 5PH.

SUPER SCRAMBLE COMPO

The Blimey! Wotta Lotta S's Compo had you all counting didn't it? We allowed anyone who guessed between 88 and 92 to be eligible for the winning draw. And these 25 people should all be getting Gremlin's Super Scramble Simulator very shortly...

Michael Thurling, Lowestoft NR32 2BW. Paul Justice, Milton Keynes MK3 7QJ. James Fish, Great Yarmouth NR30 2PR. Mr T Smith, CheshuNt EN8 9LX. D S Pearson, Leeds LS12 3TB. David Jolley, Wigan WN2 1SB. Mr Jason King, Cowes, Isle of Wight. A Steele, Bury BL9 6HT. Clare Jones, London W5 2SJ. Andrew Lynch, Nottingham NG11 7ED. Paul Hobbs, Southampton SO1 5RP. Robert Campion, Exeter EX2 5PE. Miss Anna Burke, Birmingham B42 1PX. A J Coleman, Birmingham B29 7PZ. Noel Cross, Merseyside L20 9JL. I Turner, Essex SS9 3DX. William Tunnicliffe, Leicester LE8 1HH. G Lamb, Glos GL14 3DP. Kenneth Down, Nottingham NG9 8HX. James Graham, Sheffield S19 5DD. Andrew Jones, Oldham OL9 7QY. Matthew Burrows, Herts SG4 8UT. S M Alcock, Swansea SA2 8JD. Simon Walton, Cornwall PL12 5EZ. Simon Ponsford, Wiltshire SN13 9UU.

HOLLY BATTY BOOK COMP

Titan Books had ten copies of A Death In The Family to give away. And judging by the hundreds of answers sent in' Britain really has caught Batmania. The lucky ten are:

Ian Stevenson, Glasgow G75 8EX. Samantha Yates, Bury BL9 9TF.
Philip Mills, London N20 0EZ. Kelvin Grundy, Derby DE2 8LA. Brian Nissim, London NW4 4RA. Steve Clark, Scotland PH1 5RU. Gareth Gray, Manchester M10 6NL. Anthony Ricketts, E Sussex TN38 0PP. Alex Clark, Southampton SO2 5FS. M Mills, Birmingham B43 7AS.

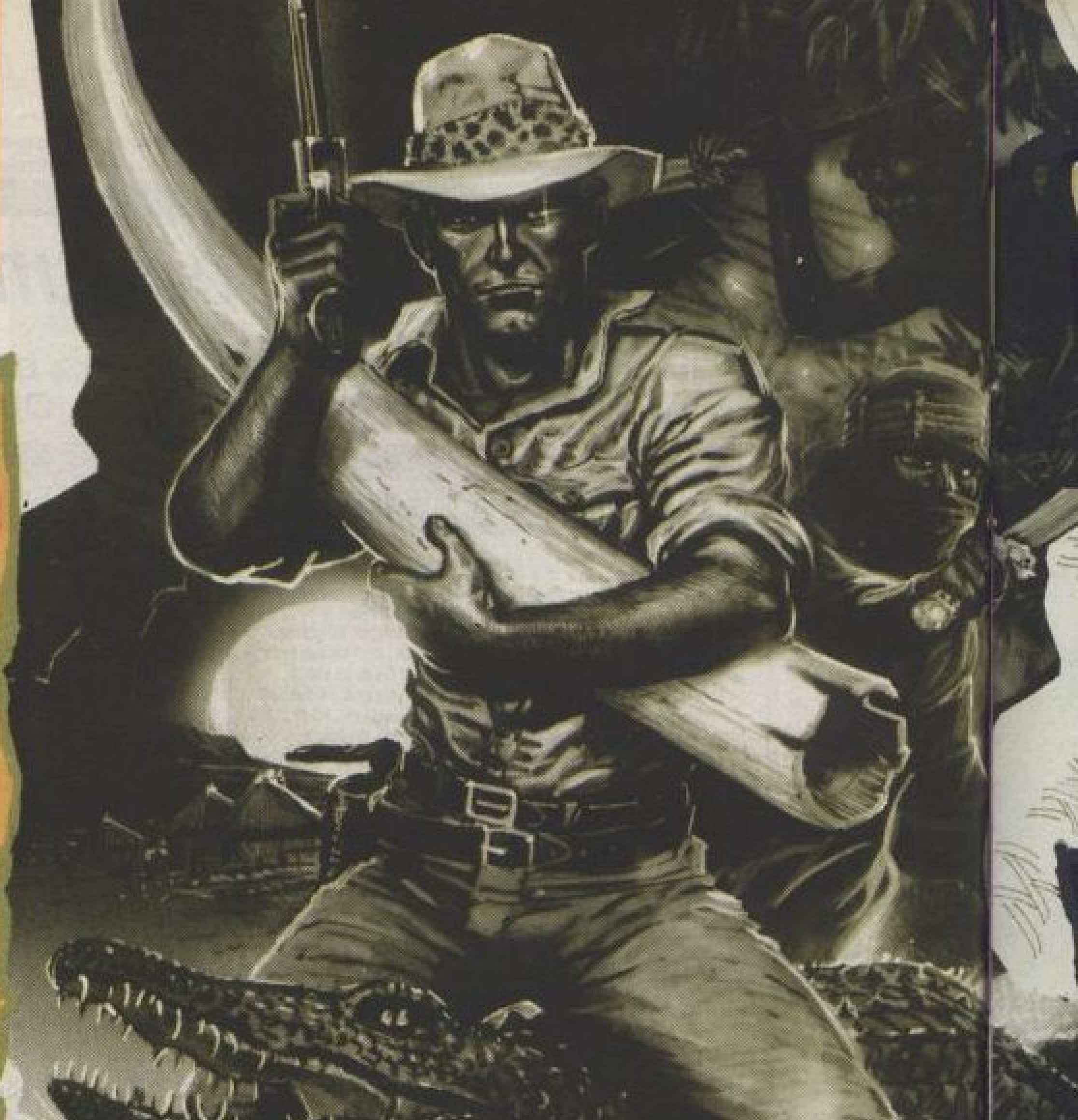
JETMAN HOTLINE COMP

Over the phone you heard Jetman and had the chance to win issue 66's original artwork. The winner was **Chris Park, Manchester M34 2BL.** Who's a lucky montsa then?

PREVIEW

INTO AFRICA



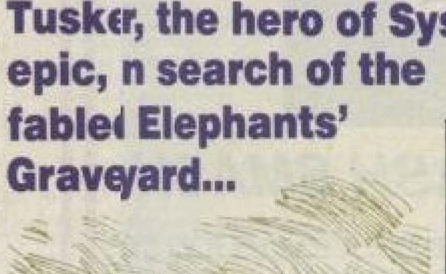


TUSKER



Is that a treasure chest lurking in the background of the desert caves? Could be! But Tusker has to battle with and defeat the nomad warrior before he can find out

Africa! Vast, mysterious, savage and unexplored: a continent that has lured explorers and adventurers since time immemorial with its promise of lost treasures and riches. Join Richard Eddy as he sips the jungle juice and sets out with Tusker, the hero of System 3's sprawling epic, in search of the fabled Elephants' Graveyard...



Do you reckon he's taking the pith (!) this Tuskebloke? But of course! He's taking his pith helmet, maps, and all the useful clues he can get his hands on to help him locate the legendary Elephants' Graveyard and all the lost treasure that locating it brings.

Tusker was never an explorer, but his father was — a man who went into unmapped territories of Africa charting the regions as he went. Sadly on his last expedition, just before reaching the Elephants' Graveyard Tusker's father died. But the family destiny continues, and now it's Tusker's turn to finish the expedition.

Tusker's African adventure begins in the desert. A barren landscape offers little help and much danger when infested with warrior nomads. Our hero, well you actually, enters the desert unarmed, and must therefore waste no time in procuring himself a weapon. Capturing one of the nomads' sabres is a good start, but there's more to this game than fighting. Here in the desert, and throughout the the three-load game, Tusker can find clues and maps taking him further into the lands of his quest. He'll need certain combinations of objects and clues to pass hazardous sections safely.

Prickly cacti, venomous snakes and the bizarre sand devils (small whirlwinds which spin Tusker around until his energy is depleted) are just some of the obstacles he has to overcome to progress any further.

Somewhere in the desert lies the entrance to sacred caves, and the scenery changes graphically to a damp blue and green atmosphere. Crocodiles lurk on the banks of the river which flows through this subterranean world and just beneath the water's surface waiting for Tusker to put just one foot wrong...

The deeper Tusker's adventure takes him into Africa, the stranger and more violent the undiscovered animal life becomes. You'll start to notice this in the third section where Tusker enters the jungle when defensive chimpanzees hurl coconuts from the trees and mad warthogs charge at an alarmingly fast rate with tusks so sharp they could rip Tusker in two with one direct hit!

The second multi-load part takes you into another jungle, previously unseen by any explorer. This area is a great swamp and half-evolved monsters roam the scenery. Just off the swamp is a cannibal village with all the horrors that brings. It is ruled by a crazed Witch Doctor who launches all kinds of black magic attacks, and his speciality is bringing piles of human bones to life to create horrific zombies. Add to that the



Things prove difficult as Tusker enters the village:the evil witch doctor and his dark potions lurk.



Jungle trouble on the way for Tusker, this fight could be won as long as his energy bar is stocked up



Deeper into the hidden jungles of Africa and Tusker encounters a lost tribe of nomad warriors. Search the huts for useful objects to further the quest



The temple entrance: the end is in sight, but also the start of the most hazardous part of the whole expedition

Totem pole, spitting acid from its eyes, and Tusker is in one hell of a lot of trouble!!

Remember — throughout this there are still maps and clues to discover!

With Load Three Tusker nears the end of his quest. Starting in the icy mountain regions with huge Mount Kilimanjaro looming in the distance, he's in the land that time forgot, where dinosaurs stalk the ground. Although the Brontosaurus shouldn't give Tusker much hassle, prefering to stick to its diet of green vegetation, there are plenty of prehistoric creatures, like the pterodactyl, that will.

It's not only animals Tusker has to watch out for — man eating plants hungry for a meal can prove pretty deadly opponents. Here Tusker should find the final clues pointing the way to the temple which surrounds the Elephants' Graveyard. Inside the temple lie the treasures of mythology — all guarded by ancient traps which could spring to life the minute Tusker makes one foolish mistake.

If he survives that, his dreams are fulfilled; the entrance to the graveyard stands open. Just one thing to overcome now... the mighty guardian, a beast which takes its strength and power from the spirits of all the elephants which came to rest here. Surely not even Tusker can defeat such a powerful force. Or can he?

Find out when System 3 release *Tusker*, a graphic arcade adventure quest, at the end of September for £9.99 on cassette or £14.99 on disk.

WINNING CHASE TO XMAS





'This is Nancy at Chase HQ, we've got an emergency here'!

That's how the corky coin-op begins — how Ocean's conversion of the fab Taito arcade game starts is another matter, but you'll have to wait until Christmas to find out. *Chase HQ* is Ocean's great Christmas pressie to us all.

Say hello to New York City and a g'day to the two heroes: Tony Gibson and Raymond Brody. They're chasing the 'Idaho Slasher' in his flash white sports car heading towards the suburbs. Put your pedal to the metal and zoom off in hot pursuit. As you weave your way through the rush hour traffic, large red arrows point in the direction you should head to catch the evil maniac.

Once you catch up with Slash the obligatory red flashing light is plonked on the roof of the car, the timer is extended (as in most racing games, you are battling against the clock), and the chase is on. You've got a nifty turbocharger — activated by a button on the gear lever — but it only works three times (obviously a second-hand car).

Reports from those who have played the nearly finished version say *Chase HQ*'s already looking really neat, with a great sense of speed in the game. With many months to go until release, who knows how wonderful Ocean are going to make it!!

NOW HE

This is *Altered Beast*, another Sega game Activision are converting onto the Speccy! If you've played the arcade version, you'll know it's the game featuring the world's silliest speech synthesis. At the start you hear a Command from On High, unfortunately it sounds like Elmer Fudd as he says 'Wise fwom yaw gwave'!!!

And why should you 'rise from your grave'? Well, you play a dead gladiator (it gets better...) brought back to life to rescue your daughter from an evil sorcerer.

The quest starts in your graveyard, and the opponents are other dead creatures the sorcerer has brought to life to defend him. By picking up power-pills from albino wolves you can transform into a multi-powered werewolf (hence the title *Altered Beast*...).

Smashing combat action takes you through five different landscapes with zombies, winged demons and assorted grave guardians to defeat.

As you can see from the screen shots *Altered Beast* is packed with colour and looks like being as brilliant as Activision's corky coin-op of yesteryear, *Karnov*! Stay tuned and expect to see *Altered Beast* (£9.99 cass/£14.99 disk) in a couple of months.

GLASNOST NOT!

Cor! They know how to make 'em in the future, don't they? Meet Strider, the future's answer to James Bond. Despite the intergalatic warfare going on in space, things aren't too good on Earth either as battle still rages between East and West.

Strider being the West's number one agent, his mission is to retrieve KGB secrets from behind the Iron Curtain.

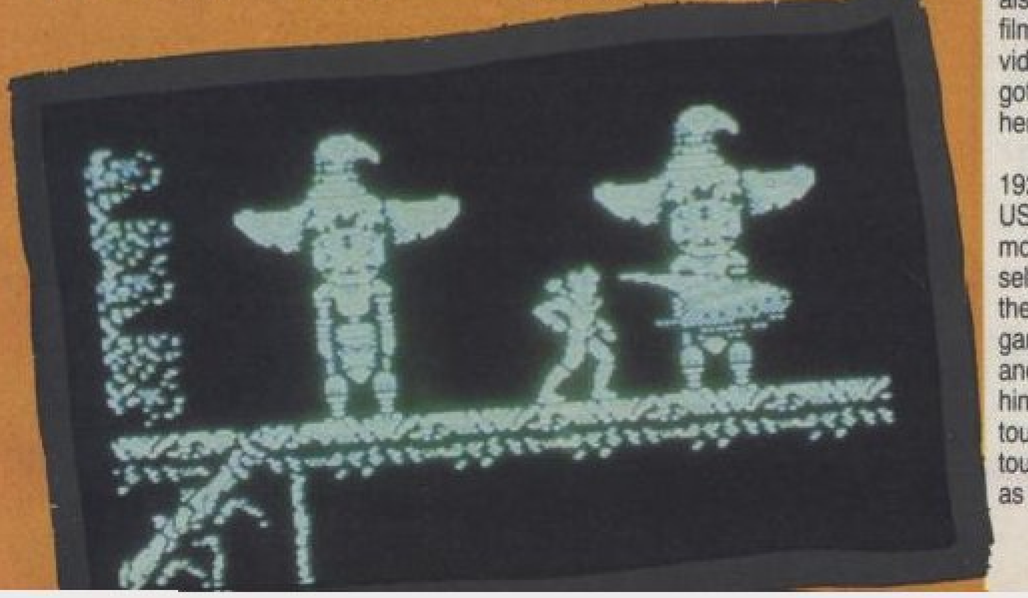
The Action starts in futuristic Moscow's Red Square where, before Strider has had time for even a snog or a Dry Martini, he's set upon by the KGB. Steroid-pumped musclemen attack with their entourage of red robots, who both walk and and whizz through the air.

To defend himself, Strider has done away with the old Walther PPK in favor of a laser sword which he swings around in a deadly arc, wiping out any opposition that comes near.

But when the going gets tough, Strider goes a leaping and bounding through the scenery, hopping buildings, climbing walls to safety.

Strider's mission takes him off to the icy wastes of Siberia and down to the southern lowlands, where jungle tribes are ready for combat with poisoned darts to hurl at him. The final sequence is back in Moscow where Strider comes up against the Grand Master of the Red Army, a real tough mutha if ever there was one!

The arcade version utilises Capcom's latest coin-op system to bring all the glorious graphics, animation and gameplay to life. If US Gold can transfer that all down to a Speccy, they'll be well away and have a sure-fire hit! Get hold of *Strider* in October, but don't show your Russian friends...



THE UNTO



No, it's nothing to do with lepers or dirt, but all about incorruptable justice, and bribes can't touch our sense of duty. It also looks like being another smash hit film tie-in from Ocean. The movie's on video, but for those of you who haven't got round to seeing it (like our editor), here's a ten second resumé:

The game's set in America in the 1920s, when alcohol was banned by the US under prohibition laws, and mobsters became hugely rich by illegally selling liquor to the public. Al Capone, the most famous and most feared gangster, boasted he ran Chicago city and many cops were bribed not to cross him. But here comes Elliot Ness, a tough cop who assembles an equally tough and incorruptable law force known as the Untouchables.

Split into six sub-games the action begins in a warehouse where Ness, working on his own, and therefore with only one life, has to collect ten pieces of evidence from fleeing criminals. There's a fair old barrage of gun-fire about, but Ness can defend himself with different weapons collected from violin cases.

Next it's the spectacular bridge scene where the whole Untouchable team has been assembled; now you can flip between them (each with his own characteristics — the accountant is a lousy shot!). Criminals hide behind cars and you can use a telescopic sight to pick them off.

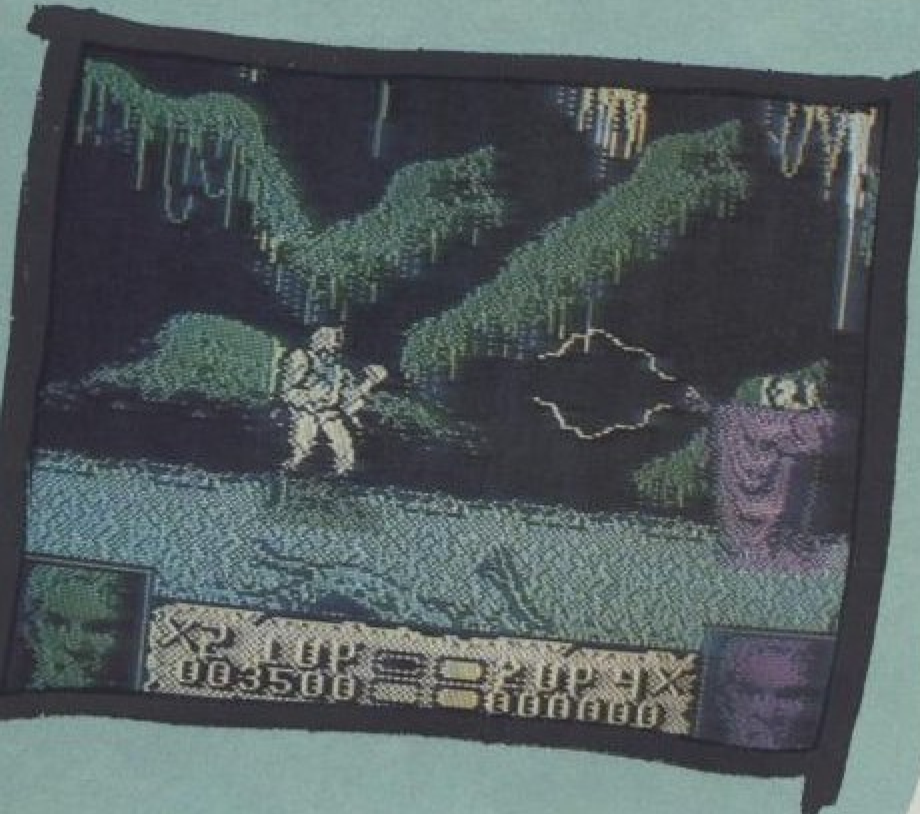
Then Ness is on the search for important documents on Capone. He has to make a rendezvous at a train station. On the way there he's ambushed and hides behind a wall. Leaning out into the alley with his gun is the only way to blast the criminals, but it's best to first peep out to see what's happening.

Manage to get to the railway station and you can take part in the unforgettable pram and slow-motion staircase scene. You know, where Ness is being shot at by all sides and a pram starts rolling down steep, marble stairs. Ness runs down, shooting the villains and drawing fire from the pram.

Of course, at the bottom of the stairs Ness is confronted by a man holding a

SHOUTS, NOW HE GROWLS



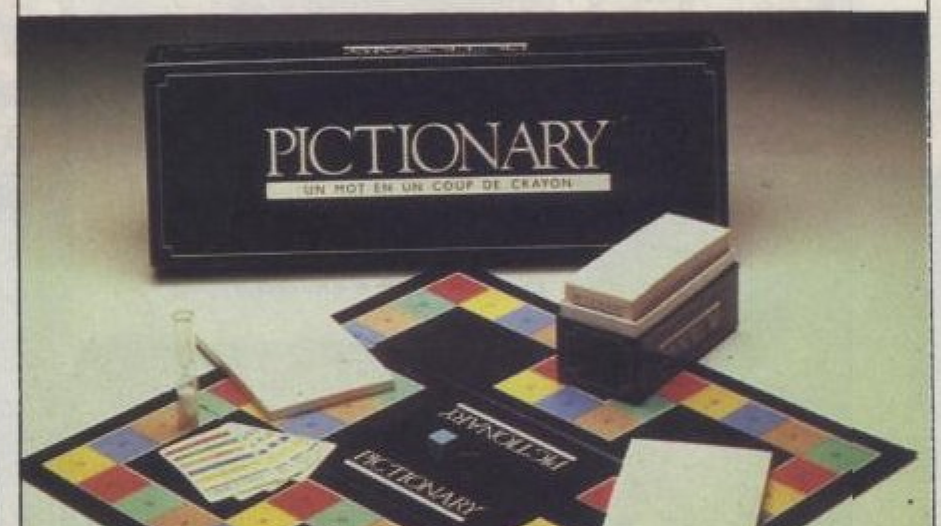


PICTURE PUZZLES

Remember the Rolf Harris TV show where he would slop paint all over a canvas, and you had to guess what the mess was before he finished and sang a song about it?

Well, here's something akin to that idea. Called *Pictionary — The Computer Game*, it's set for release from Domark early October.

The game is about you being given a word (like 'Bunny Rabbit'), and you getting your friends to guess what it is by drawing it on computer with Domark's special graphics program. If you ain't got no friends, the computer draws the 'Bunny Rabbit' for you to guess! Neat, eh? Hours of fun for all the family!!! (So it says here...)

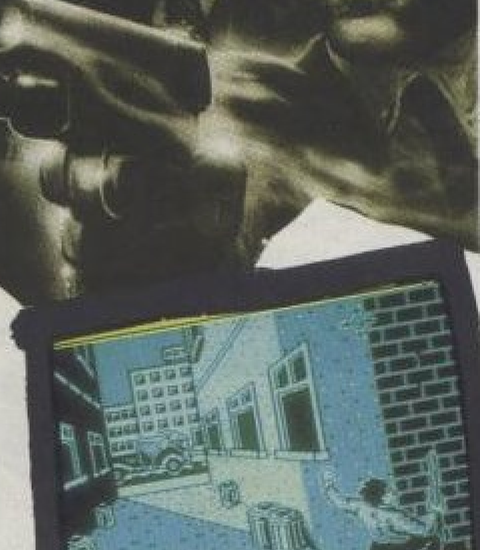


UCHABLES



hostage. As in the movie you need crackshot Stone to blast the baddie. While a little similar to the hostage scene in *RoboCop*, the addition of a massive gun with an animated hammer adds substantially to the game. The finale is a chase across the roof tops, in 3-d with Ness blasting a hoodlum firmly into the next life.

Programmed by James Higgins (coding) and Martin McDonald (graphics, and aren't they completely wonderful?) *The Untouchables* is expected to go on release in September, £8.99 on cassette.



THE CRASH

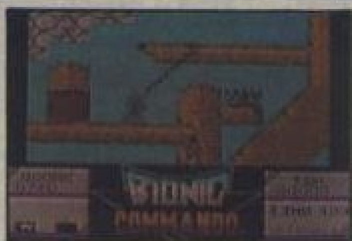
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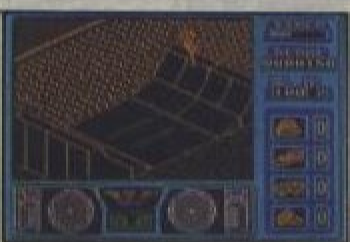
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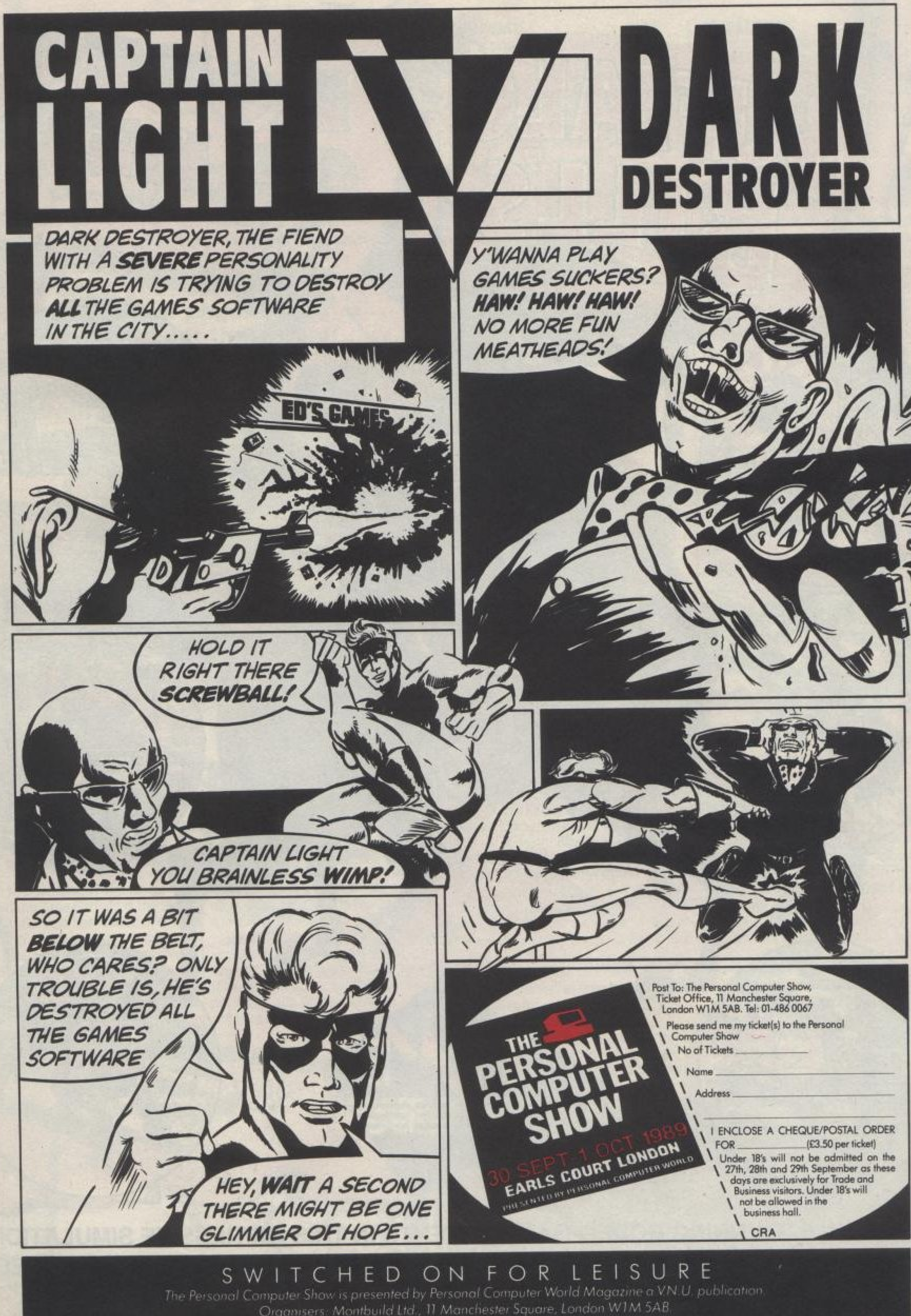
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Nick's PLAYING TIPS

We're all going on a summer holiday. Well, to tell the truth, I've just come back off mine, and a mighty fine one it was too. Where do you think a writer on a top Spectrum magazine would go on his hols? Florida, South of France, L.A.? Actually it was a week in Great Yarmouth! I spent most of the time touching up my tan and stuffing 10ps into arcade machines! I could only afford to take a week off, because I had to get back to the office and write this month's instalment of tipping madness.

There is part one of my very own Rick Dangerous map, solutions to Thunderbirds, tips on Captain Blood and Crazy Cars II, plus much much more. This month's £40 of software winner is Jonathan Mellor from Keyworth in Nottingham for his speed in completing Thunderbirds, well done Jon, a software voucher's on it's way to you. Well, what are you waiting for, get at them tips!



Photo by Tim Roberts (that's why I'm out of focus and without feet! — Nick)

+3 PACLAND POKES

It's not very often I get a +3 disk POKE fall onto my coffee stained desk. In fact the last time it happened was in the Christmas issue! Anthony Johnson **of London has changed that though by sending in this POKE for Pacland on disk.**

On into +3 basic and type...

```
25 POKE 35141,0
35 MERGE "DISK": RUN
```

Run the program with your *Pacland* disk in and you should have infinite Pacmen!

WHOLE NEW BALL GAME

Cor! It's the game on the cover of July's issue. This little tippet has come from James McGrath **of Parkhall, Clydebank and isn't exactly for the game.**

If you notice on the main menu there is a little tree icon in the bottom right hand corner. Well, select this and put in these values for a very interesting tree indeed!

Tree Size:	15
Number Of Branches:	15
Branch Spread:	350
Angle Shrinkage:	0%
Size Shrinkage:	0%
Tree Depth:	16
Random Angles:	NO
Random Length:	NO

Keep the stem and flower colours that same for the best effect, as otherwise they will just clash all over the screen.

THOSE PRECIOUS POKES ON TAPE

Go on, have an extra big helping of Pokemania! Yup, the new action packed Pokemania program is here and it's bigger than ever before. There are no less than 24 POKEs for you to drool over, and a bonus program all from Graham 'TURBO' Mason. The extra program is a sound to light utility that will give a fantastic light show if you play one of your favourite tapes into your Speccy. Some of the POKEs on the cassette you may recognise from last month, we put them on again just in case you missed them last time. Here is the full list...

Fast Food
Xybots
Netherworld
Titanic
Robot Messiah
Jaws
High Steel
The Real Ghostbusters
Spitting Image
Xenon
Monte Carlo Casino
Titan
Subway Vigilante
Rick Dangerous
Super Trux
Captain Fizz
Silkworm A
Silkworm B
Super Scramble
Zybex
SAS Combat Simulator
Turbo Boat Simulator
Mad Mix
Titanic

TURBONESS (SOUND TO LIGHT PROGRAM)

To select the POKE you want from the menu use the key Q to scroll the list up and A to scroll it down. Once you've found the one you want press ENTER, easy!

CRASH SMASH COOLECTION VOL. 1

Compilation tips, hey? Sure are, and they have come from Paul McClenaghan **of Solihull. These are of course for that ultra brill and triff compilation with the CRASH logo on the front. Only three of the games are covered here. If you have any more tips for the other games then send them in.**

Spy Hunter

On the helicopter bit, if you don't have a missile wait until the helicopter is above you then swerve left, right, left, etc. Hopefully all the bombs the helicopter drops will miss the car, and you will be able to carry on up the road.

720

1. If you want to get lots of points for jumps/tricks etc, buy a new board. The most points are given if you jump and keep your finger on the left or right button. You should get 700 points.

2. Pads and helmet help you when you get knocked over. You will get up quicker.

3. Shoes make you kick faster.

4. On the ramp, hold down kick when going up and down. It should make you go faster and get you a nice shiny gold medal!

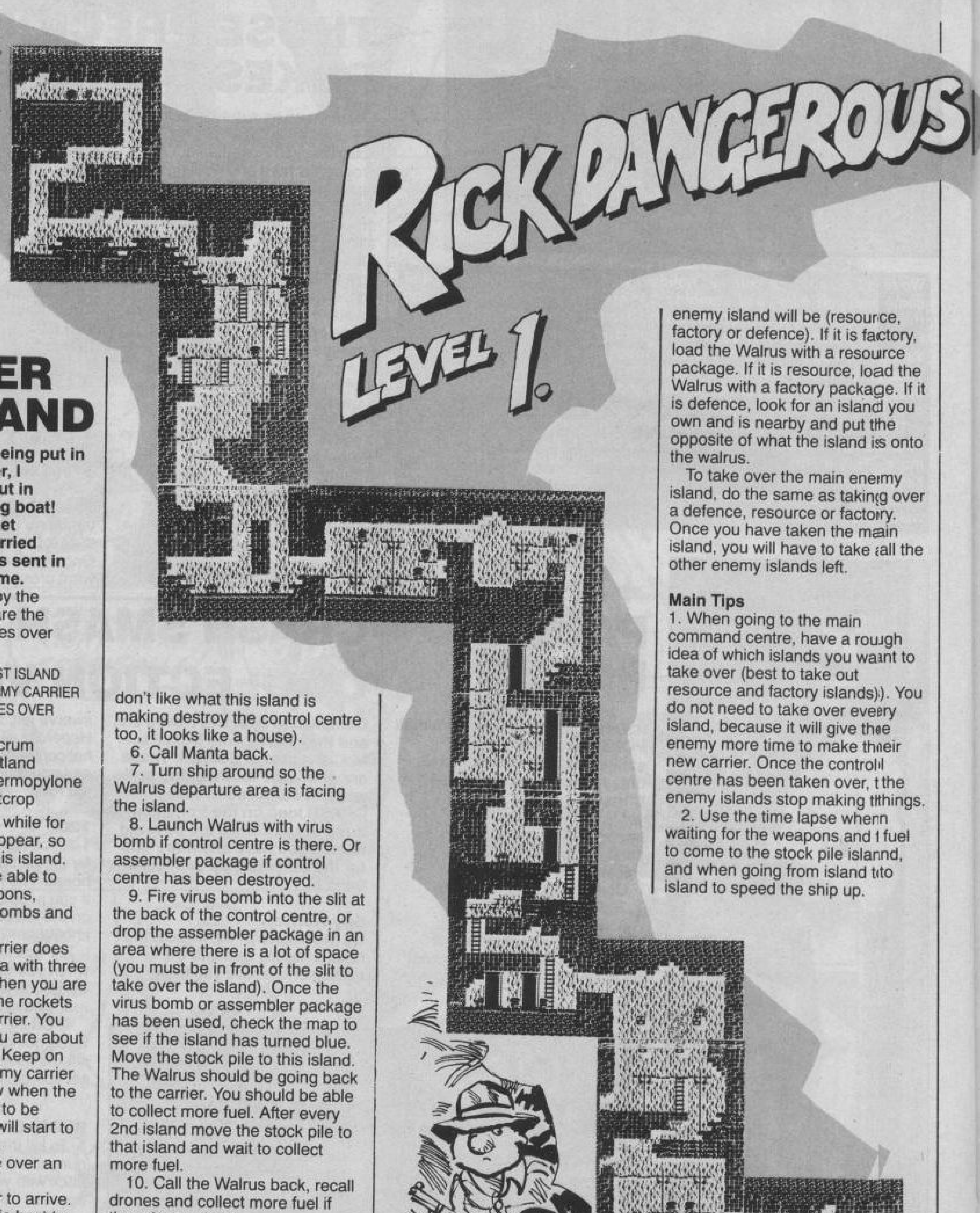
Bionic Commando

1. To kill the bad guy with a big gun, shoot him then push him back with your arm. Keep doing this until he is dead.

2. Don't touch the bee hives. Deadly killer bees come out if you do, and you don't really want to be stung now do you?

3. Kill the birds when they are on the trees.

4. To get rid of the cages shoot them about seven times.



CARRIER COMMAND

I don't know about being put in command of a carrier, I wouldn't like to be put in command of a rowing boat! Rowan Smith **of Market Harborough isn't worried though, because he's sent in these tips for the game.**

If you want to destroy the enemy carrier, these are the islands the enemy takes over first...

POSITION OF START	FIRST ISLAND ENEMY CARRIER TAKES OVER
Outcrop	Fulcrum
Fulcrum	Vattland
Vattland	Thermopylone
Taksaven	Outcrop

You will have to wait a while for the enemy carrier to appear, so put the stock pile on this island. While you wait you are able to collect more fuel, weapons, Manta, Walrus, virus bombs and assembler packages.

When the enemy carrier does appear, load one Manta with three rockets and a laser. When you are close enough, fire all the rockets and the laser at the carrier. You can keep firing until you are about to crash, then pull out. Keep on doing this until the enemy carrier is destroyed. You know when the enemy carrier is about to be destroyed, because it will start to move and turn around.

The best way to take over an island is...

1. Wait for the carrier to arrive.
2. Launch drones (it is best to put drones up front).
3. Launch Manta with three rockets and a laser.
4. Move ship forward.
5. Take control of Manta, and take out the rocket launcher which should be firing at you now (if you don't like what this island is making destroy the control centre too, it looks like a house).
6. Call Manta back.
7. Turn ship around so the Walrus departure area is facing the island.
8. Launch Walrus with virus bomb if control centre is there. Or assembler package if control centre has been destroyed.
9. Fire virus bomb into the slit at the back of the control centre, or drop the assembler package in an area where there is a lot of space (you must be in front of the slit to take over the island). Once the virus bomb or assembler package has been used, check the map to see if the island has turned blue. Move the stock pile to this island. The Walrus should be going back to the carrier. You should be able to collect more fuel. After every 2nd island move the stock pile to that island and wait to collect more fuel.
10. Call the Walrus back, recall drones and collect more fuel if there is any there.
11. Move on to the next island.

Do not take over the defence islands, as they are a waste of time, except for the start island which is always a defence island. Destroy the control centre here, then look to see what the next enemy island will be (resource, factory or defence). If it is factory, load the Walrus with a resource package. If it is resource, load the Walrus with a factory package. If it is defence, look for an island you own and is nearby and put the opposite of what the island is onto the walrus.

To take over the main enemy island, do the same as taking over a defence, resource or factory. Once you have taken the main island, you will have to take all the other enemy islands left.

Main Tips

1. When going to the main command centre, have a rough idea of which islands you want to take over (best to take out resource and factory islands)). You do not need to take over every island, because it will give the enemy more time to make their new carrier. Once the control centre has been taken over, the enemy islands stop making things.
2. Use the time lapse when waiting for the weapons and fuel to come to the stock pile island, and when going from island to island to speed the ship up.

CHEAT MODE MOTEL

Cor, this weather is sweltering isn't it? The only good thing about it is the amount of tourists it attracts to this humble motel! We don't half get through some ice for all those cold drinks though. I suppose we could try sticking some of these cool cheats in instead, but I suppose you prefer yours straight!

Bedlam

When you've been killed, push the C key and you should be back where you left off, but with full lives. (Causing bedlam (ha,ha!): **Greig Thomson**)

Aqua Squad

On the scrolling message type SYMBOL SHIFT and C, then type 7265-49 for invincibility and infinite everything. (On the lawn: **Chris Tennant**)

Kosmos

Skwibble, skwibble! Oh, sorry this game has really got to me. Play the game and press DOWN to get the menu, then type SYMBOL SHIFT and K to get infinite everything.
(Sipping iced tea(!): **Neil Lowe**)

Superkid

Da, da, daaa! No that wasn't me going mad, that was my Superkid impression. On this game type in G,D and F on the title page to get the prize of infinite everything.
(On the deckchair: **Graham Mason**)

Iron Soldier

Here's one for all you hard nuts out there (like me — Skippy), ahemm, not exactly! What you have to do is type G, A and D to earn yourself infinite everything once again.
(In the paddling pool: **TURBO**)

Cerius

Fewee! This is a bit new like, innit? Multiface POKEs that activate cheats in games, well, on this game you should POKE 65520,0 to get it.
(Helping herself to the drinks (oi!): **Wendy Jameson**)

Gunfighter

Another of those rare multiface POKEd cheats, this time you should POKE 65535,0
(Tucked up in bed(!): **E. Presley**)

Tank Command

POKE 65535,0 once again on this Atlantis game to activate the marvellous mechanical multiface cheat.
(Reading CRASH: **P. E. Tshopboys** (is that Greek?))

Trantor

Here are all the codes for this Probe game... KEMPSTON, JOYSTICK, SPECTRUM, SOFTWARE, KEYBOARD, COMPUTER, CASSETTE, SINCLAIR, GRAPHICS, HARDWARE, TERMINAL, PRINTERS, CONTROLS, WARGAMES, WARRIORS and MEGAGAME.
(Stormtrooping: **Ashley Price**)

Chicago 30s

When the game has loaded, push the pause key (H), then press numbers 1 to 9 in order. You should now have everlasting lives.
(Attacking people with violin cases: **Gary Henderson**)

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VISA

CAPTAIN BLOOD

It's that groovy game with the Jean-Michel Jarre music in it, innit? I haven't printed any real tips on this game yet because I've been saving them up. These are all from that Paul McClenaghan **bloke again. Good on you Paul.**

General Hints and Tips

■ Icons that are blue (ie the dictionary) cannot be used.
■ To find the whereabouts of other aliens say, "CODE INFORMATION HELP".
■ Only disintegrate Numbers. Nothing is gained by killing other aliens.
■ Teleport aliens onto a deserted planet to get more information.
■ When Blood's hand starts to shake, absorb a Number as soon as possible.
■ Only intelligent aliens have defence systems.
■ If you are not getting anywhere, threaten the alien.
■ Visit all aliens.

Aliens

IZWALS - Know most words but are quite stupid (Yoko comes from the planet Bow Bow - not very helpful!!). Their father, Maxon, is useful. Find him and ask him for the Sinox code.



CROOLIS ULVES - These are very warlike and will often double cross you. If they ask your name do not say Croolis Vareau, because they hate them.
CROOLIS VAREUX - These are absolutely useless. Trust them as far as you can throw them! They hate Croolis Ulves.
BUGGOL - He is very intelligent and can give you lots of information. He will tell you to vote for Morlock. He hates Yukas.
MIGRAX - This one is also very intelligent. He wants to travel, meet Ondoyante and go to the planet Mind.
TRAUMA ONDOYANTE - This one hates Blood (no, not the red stuff, silly!), and that's all the information here (oh... right).
ROBHEADS - These will give you information if you find a geneticist who will help them. Not very intelligent.

TORKA ONDAYANTE - This is Trauma's sister. She wants you to find her friend Tubular Brain. She also wants to reproduce with you (WHAT! Come on this is a respectable magazine).

ANTENNA - These are really, really stupid and not much help at all.

TUBULAR BRAIN - These speak mostly in numbers. Wait until the preset time before you can get anything from them. Then get straight to the point.
SINOX - He's very clever indeed. He will talk if given a code and can be very helpful.

KINGPAK - Kingpaks only understand a few words and are usually very dumb. They only want to race you, usually to Ondoya. As soon as you have the co-ordinates, break off the conversation and hyperspace there and back.
NUMBERS - Get as much information as possible from this one. The disintegrate the planet. They will the teleport.

? NOT	YES NO	HOWDY SEE YOU	GO WANT	TELEPORT GIVE	LIKE SAY	KNOW STRANGER	PLAY SEARCH	RACE VOTE
HELP DISARM	LAUGH SOB	FEAR DESTROY	FREE KILL	PRISON PRISONER	TRAP DANGER	FORBIDDEN RADIOACTIVITY	IMPOSSIBLE BOUNTY	INFORMATION JOKE
RENDEZ-VOUZ TIME	URGENT IDEA	MISSILE CODE	FRIEND ENEMY	MIND BRAIN	WARRIOR PRESIDENT	SCIENTIST GENETIC	SEX REPRODUCTION	MALE FEMALE
IDENTITY POP	RACE DIFFERENT	SMALL GREAT	STRONG BAD	BRAVE GOOD LOOKING	BANANAS POOR	INSULT CURSE	PEACE DEAD	CORXX TROMP
KINGPAK ROB HEAD	CROOLIS VAR CROOLIS ULV	IZWAL MIGRAX	ANTENNA BUGGOL	TRICEPHAL TUBULAR BRAIN	YUKAS SINOX	ONDOYANTE NUMBER	TUTTLE MORLOCK	YOKO MAXON
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0 1	2 3	4 5	6 7	8 9	DICTIONARY			

CRAZY CARS

Broom, brrom, wurble, acachoooole! Sorry about that, the cars around Ludlow are simply nuts, bit like those Crazy Cars in this game (groan). Jason Smallwood **doesn't have any trouble with the cars around Leeds though, for it is he who's brought you these tips.**

1. When in high gear and you need to slow down quickly, engage low gear. This means you don't need to concentrate on braking while trying to avoid something. It'll reduce your speed to 163mph.

2. When the police are in front of you, stay to one side of the road, then when you catch up with the police car swing over to the opposite side of the road. This will stop the police blocking your way.

3. If you crash, you may find a police car has caught up with you. If he is too near for you to accelerate to a high speed you may be arrested. To avoid this, gather speed and go off the road accelerating. Keep as close to the road as possible and get back on it as soon as you have passed the car.

4. Try not to crash near an exit, this may result in your car being placed on the road after the exit, or it may be placed on the wrong road altogether.

5. If you crash near an exit and have been placed on the wrong road, try to get on the road you want by going across the fields. If it is too far your car will explode!

6. Frequently pause the game and study the map.

7. Always keep an eye out for turn off prompts to ensure you are not going to miss your turn off, and so you know you are travelling in the right direction.

8. Usually police will patrol turn offs, but instead of overtaking them and missing your exit, slow down because the police car will not take the exit.

9. If you crash on a turn off the road you are entering may have a police car waiting for you. Use tip two again.

10. Do not start the game or a stage unless you know where your destination is, where to turn off and what route to take.

11. Use your rev counter when changing gear and accelerating. It's necessary when accelerating in a tip 3 situation, and it will help you accelerate quicker.

12. To slow off and amaze everybody with a 360¢ spin, speed up over 163mph, the faster the better, then drop into low gear, turn and break hard.

Here are some of the best routes to take... (R=right, L=Left, 999=highway number)
Montrose-Denver = 50/L285/R70
Denver-Cortez = 70/R25/R160
Cortez-Phoenix = 160/666/R40/189
Phoenix-Las Cruces = 89/R10
Las Cruces-Springer = 10/R25

STOP PRESS...STOP PRESS...STOP PRESS...STOP PRESS...STOP PRESS

GEMINI WING

That hot new shoot-'em-up from Virgin/Mastertronic has got passwords for each level, and CRASH is the first magazine to bring them to you. Now we don't want to spoil your enjoyment of the game so try to find the passwords yourself first.

Level 1: THESTART
Level 2: EYEPLANT
Level 3: WHATWALL
Level 4: GOODNITE
Level 5: SKULLDUG
Level 6: BIGMOUTH
Level 7: CREEPISH
Level 8: FINALFXS

The game only has seven levels because the password to Level Eight is the end-of-game animated message (wooo!).

THUNDERBIRDS

5, 4, 3, 2, 1, Thunderbirds are go! Or if you use these solutions from Jonathan Mellor **of Keyworth in Nottingham, they will have definitely gone. Right, Brains, set a course for the planet CRASH, so that Jonathan can pick up his £40 of software.**

Mine Menace
Alan - select grease gun and torch.
Brains - select lamp and anything that is left.
Start with Brains first, as you have to stop the mine from flooding and rescue the miners.
Select Brains, r, u, u, r, r, drop any object except lamp, pick up spanner, l, l, l, l, l, drop lamp, pick up hammer, r, u, u, u, r, use hammer by left side of lift, stand on lift, u, u, u, drop hammer, pick up detonator, stand on lift, u, u, r, use spanner in centre of machine, drop spanner, l, d, d, d, d, d, l, d, d, d, l, get lamp, select Alan, d, d, d, r, drop torch, get ladder, r, use ladder by hole, l, get torch, r, r, r, r, r, d, d, r, d, d, l, d, d, left into dark room, don't drop torch, use can on mine cart, l, l, l, mine cart will cover hole, r, r, r, r, r, drop grease can, pick up pneumatic drill, don't stand on old floorboards or it results in loss of energy, l, l, l, l, l, l, l, l, l, enter big lift, r, d, drop torch, pick up compressor cable, u, r, go past big machine, you should see wire following you, use drill on iron bar wall, r, r, stand on left side of miners in cart, select Brains, r, u, u, u, r, stand on lift, u, u, u, u, u, r, r, u, up any ladder, u, u, make sure you are carrying the lamp, as it is a dark room, l, l, d, drop detonator, u, r, r, d, d, d, get wire, up any ladder, u, u, l, l, d, drop lamp, get detonator, left until you touch the boulders with dynamite in them, r, l, l, d, l, l, congratulations... blah, blah! Now you must guide Brains all the way back to the Mole, r, r, u, r, r, drop any object and pick up lamp for dark room, u, r, r, d, d, d, d, l, l, stand on lift, d, d, d, d, d, l, d, d, d, r, r, d, d, l, congrats! Password for next mission is RECOVERY.

Sub Crash
Alan - select aqualung and radiation pills. Gordon - select can of shark repellant and American Express card. Raise submarine and shut down reactor.
Select Gordon, drop can of shark repellant, select Alan, use radiation pills, l, l, u, u, walk to captain, you will be given a blue code card, d, d, r, r, use lever, r, use lever, r, use lever, r, down hatch, use lever, r, use lever, r, stand by nearest console to door on lift, select Alan, l, d, use lever, l, use lever, l, use lever, l, down hatch hidden behind pink iron bar, you are now underwater, you move very slowly, use lever, don't use the middle lever in any room until told!, l, use lever, l, fire torpedo if you want to by using the lever, it does nothing though, r, r, use lever, r, use lever, r, use middle lever, l, use middle lever, l, use middle lever, the water now should be all drained off, r, r, down hatch, use lever, r, use lever, r, use lever, r, l, l, l, walk onto hole in floor, you should now be on the sea bed, r, make sure you are carrying can of shark repellant, r, r, get yellow code card, l, l, l, walk to green plant and you will be bounced into the submarine, use lever, l, use lever, l, use middle lever, r, use middle lever, r, use middle lever, u, the submarine should now be submerged sea, l, l, drop aqualung, get red code card, u, r, r, r, r, r, r, r, r, d, r, r, now both characters should be in the same room, so move Alan to the same console as Gordon which is the blue one, then select either character and press enter, which is the use key;x if you are both standing in the right place you will turn off the reactor. Try and have both of your characters mapping over each other, as the system is a dual key card system. After doing this you will have to return to Thunderbird 4. So Alan and Gordon will take the same route back, which is, l, l, u, l, l, l, l, l, u, r, Congratulations! Password for the next mission is ALOYSIUS.
More to come (hopefully!)...

MULTIFACE MAYHEM

Here is a selection of Multiface POKEs for your Spectrum to devour. The first are for *Stormlord*, the game that makes *Navy Moves* look like a stroll in the park, or so Lyndon Sharp **says anyway. *The Rebel Squad* one is from** Nik Hill **who says "Hi" to his girlfriend Vik (oo-er!).**

STORMLORD...
Infinte lives = 56877,0+34640,0
No clock = 58105,0
Every fairy tear is a life = 32657,0+32658,48
Redefine lives (where N is no.) = 32664,N+34657,N+58606,N

GHOSTS AND GOBLINS...
To put your character into TURBO BOOST (!) = 36083,0
REBEL SQUAD...
Number of credits = 46840,(0-255)

MICROPROSE SOCCER

Over 'ere, son, on me head! It's a few tips for the 11 and 6 a side games of Microprose Soccer (I wonder who that's by). The master footballer behind this is Ian Rush, no sorry it's Stephen George **from Sutton Coldfield.**

6-A-SIDE
- The goalies can come out and score!
- Hit the ball against the barriers, hopefully it will go over your head to one of your other players.
- Go up to the other goalie, then turn back, go around him and score easily.

11-A-SIDE
- Try to get a good kick off, make your way up to the edge of the box and kick. The banana shot will guide it in.
- Start with Oman and work your way up, instead of starting with a hard team.
- Come in from the side with a sliding tackle, this way you should gain possession of the ball if the opposition has control of it.
- Go to banana power and press fire until it comes up with '+11'. This should do nicely. Practise on two minute games and build up your skills.

Once again we have reached the end of the line, and it's time to wave goodbye until next month. But if you think you can't stand being away from my tips (oo-er!) for that long, don't forget the POKEs on cassette, and that faberoony Hotline number with all the latest gossip on the tipping front, see page 50. Send all your excellent work to... Nick 'sticky' Roberts, Playing Tips, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.

CRASH ZX SPECTRUM HYPERMARKET



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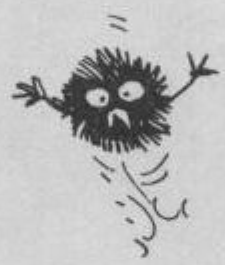
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BACK ISSUES

CRASH 60
Crucial tape: Batman, Savage. Reviewed: Traz, Netherworld, Batman, Barbarian II, Airborne Ranger, Trivial Pursuit, 4 Soccer Simulators, Espionage, Exploding Fist +, Guerilla War, Powerplay, Total Eclipse, Terrorpods, By Fair Means Or Foul, A Simple Case Of Espionage, Lancelot. Features: Lloyd Mangram's Lookback, Collectable Consumables.

CRASH 61
Reviewed: Technocop, Final Assault, LED Storm, Skate Ball, Last Duel, Ring Wars, Hellfire Attack, GI Hero, Diablo!, The Lost Legacy Of Xim, Tiger Road, Question Of Sport, SDI, Return Of The Jedi, Rambo III, The Munsters, Echelon, Fire And Forget, Operation Hormuz, Circus Games, Computer Maniacs 1989 Diary, Double Dragon. Features: Crash Directory, Oldies Unlimited, Sam Coupe, Electric Nightmares - computer graphics in Hollywood movies.

CRASH 62
Reviewed: Gauntlet, WEC Le Mans, The Human Killing Machine, Dragon Ninja, Xenon, Off Road Racing, Dynamic Duo, Maria's Christmas Box, Incredible Shrinking Sphere, Ingrid's Back, The Hermitage, Dark Fusion, Captain Blood, Spitting Image, Obliterator, The Deep, The Archon Collection, Heroes Of The Lance, Ancient Battles, War In Middle Earth. Features: Arcades, The Konix Arcade Experience, PC Engine, Budget Bureau.

CRASH 63
Crucial tape: The Real Ghostbusters, Sophistry. Reviewed: Eliminator, Carrier Command, DNA Warrior, Wanderer, Blasteroids, Fish!, The Great Peepingham Train Robbery, Supertrux, Motor Massacre, Chicago, Classic Games, Clock Chess 89, Rock-Star Ate My Hamster, Superman, Pac-Land, Professional Soccer, Gary Lineker's Hotshot, Emlyn Hughes Int. Soccer. Features: Budget Bureau, Rubber Fantasies, Arcades.

CRASH 64
Reviewed: The Games - Summer Edition, The Real Ghostbusters, Skate Or Die, Renegade III, ACE 2088, BMX Simulator, Advanced Soccer Simulator, Soccer Q, Supernudge 2000, Mindtrap, Plasma Ball, Shanghai Warriors, Heartbroken, Street Gang Football, Repton Mania, Vindicators, Butcher Hill, Sanxion Remix, Stormlord, Vigilante. Features: Arcade Action, Interview with Vektor Grafix's Andy Craven, Chuck Yeager.

CRASH 65
Crucial tape: Micronaut One, Mooncresta, Dizzy, Sanxion Remix, Wanted Monty Mole. Reviewed: Forgotten Worlds, Red Heat, Super Dragon Slayer, Navy Moves, Mike Read's Pop Quiz, Microprose Soccer, Hate, Para Assault Course, Zybex, Twin Turbo V8, Wildwater.

CRASH 66
Crucial tape: Quondam, One Man And His Droid, Nick Robert's POKEs, Robot Messiah, Whole New Ballgame. Reviewed: Times Of Lore, Silkworm, Crazy Cars II, Bobs Full House, Thunderbirds, Time Scanner, Super Scramble Simulator, Captain Fizz, Wellington At Waterloo, Rick Dangerous, Xybots, Tower Of Light, The Running Man, Jaws, Roller Coaster, Arcade Flight Simulator, Task Force, Bombjack II, Street Cred Football, Kokotoni Wilf, Subway Vigilante, Kosmos.

CRASH 67
Mega Game Power tape: Metabolis, Nonterraqueous, Maze Mania, Mountains of Ket, Ultimate Warrior, Pokemania. Reviewed: Sinclair Magnum lightgun, Buffalo Bill's Wild West Show, Austerlitz 1805, Titan, Dominator, High Steel, Gilbert's Escape From Drill, The Crash Smash Collection: Vol 1, Scooby Doo, Superkid, Hardball, Daley Thompson's Decathlon, Monte Carlo Casino, Rambo, Masters Of The Universe, Enduro Racer, Jack The Nipper.

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and win a day out at Chessington Theme Park

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Elephant jokes here we go! What's the difference between an elephant and a +3 disk drive?

What do you get if you cross an elephant with a mouse? What did the giraffe say to the elephant? We could go on, like the one about the elephant and the three 'ladies of the night', but — heck! — they're so awful and not worth getting into, we'll spare you the yawns.

But here's something you really will want to get into, and what's more, for free! Chessington Theme Park is an extension of the brilliant Chessington Zoo. Chockers with thrill packed power rides it's a great day out. And we have three sets of family tickets from System 3 to give away, along with many more prizes in this Tusker compo.

Put yourself in the role of Tusker on his death-defying adventure throughout Africa. In order to progress in your quest to find the legendary Elephants' Graveyard, you must have a basic knowledge of the vast continent you're exploring, and the potential dangers confronting you as your journey unfolds.

Well, read on for a part of the Tusker story from System 3: It would be informative and even educational if the silly writer hadn't left out all the important words! Fill in the gaps with the correct answers (i.e prove what clever clogs you are), and you could win one of the fabbo Tusker prizes on offer. And they are...

Three first prize winners each receive tickets for them and their family to have a day out at Chessington Theme Park, courtesy of System 3. Plus they all get Tusker games and posters. For the next ten runners-up there are Tusker games and posters to give away.

Send your seven answers to DID YOU HEAR THE ONE ABOUT THE ELEPHANT AND THE CRASH COMPO?, CRASH TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB. Entries to arrive here by 20 September, or we'll have your tusks for garters!

"Africa remained unknown until the 1800s, then brave explorers discovered the land, creating navigational maps for the likes of Tusker to use in later years. The chief explorer was, we presume, Dr ☐☐☐☐☐☐☐☐☐☐☐. "Your painstaking task in search of the Elephants' Graveyard has taken you right across Africa. In doing so you have reached its highest point at Mount ☐☐☐☐☐☐☐☐☐☐☐ and crossed the largest and potentially dangerous river the ☐☐☐☐, as it winds its way up through Egypt.

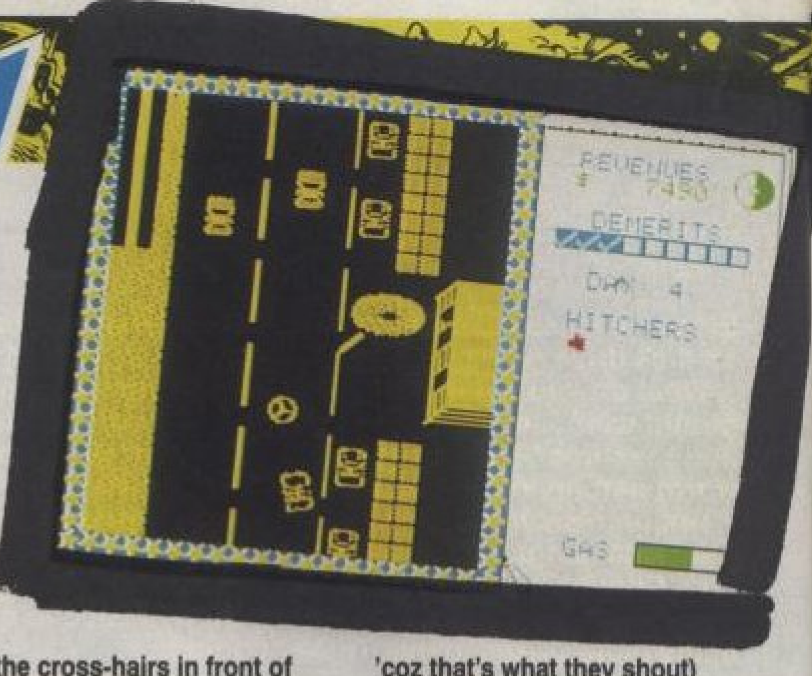
"Hacking your way deeper and deeper into the jungle, you come across previously unexplored territories and species of Dinosaur presumed extinct. The Brontosaurus is still thriving on the same old diet of green ☐☐☐☐☐☐☐☐☐☐.

"Your dream finally becomes a reality when you eventually stumble across your goal, the Elephants' Graveyard. On sifting through the thousands of remains and eyeing the old and weary adults that have made their long and final journey, the three main differences between the African and Indian elephant are glaringly obvious: their immense ☐☐☐☐, the legnth of ivory ☐☐☐☐☐, and the size of their huge flapping ☐☐☐☐."

If you need some help there are clues in the power preview on page 24 to help you through the adventure...

A CRASH Smash

APB™



Tengen Domark/Walking Circles ■ £9.99/£14.99

The Tengen arcade original of this was fantastic, so I was expecting something really naff in conversion, because usually, the more polished the arcade game, the less playable the conversion. But not so! This is the business!!!\

The town which you police has more than its fair share of drug dealers, litter louts, damsels in distress and hookers. As Officer Bob, you have to deal with the problem! At the beginning of each day, the Police Commissioner issues you with the day's tasks, which naturally become harder as you become more proficient. The first day simply involves training by aiming your siren at traffic cones, but as the week wears on, the quota of arrests which you have to make increases.

Instead of losing lives, you collect demerit points. Every time you crash, fail to pick up an arrest subject or make any other major misdemeanour, you clock one of these, up to a limit at which the game ends.

The baddies fall into two categories; the normal, run-of-the-mill baddies, like litterbugs, hitchers, dopers and honkers (that isn't Richard after a night at the Indian, by the way). These can be arrested by blasting your siren (represented by the cross-hairs in front of your car) at them, or in the case of hitchers and poor ladies whose cars have broken down (called Helps, 'coz that's what they shout) just by picking them up (or running 'em over!).

Alternatively, after the third



INDIANA JONES and the LAST CRUSADE

THE ACTION GAME

US Gold ■ £9.99/£12.99

Da, da, da, daaa, da, da, daaa!! Nope, it doesn't really work does it? Oh well, this is the computer version of that brrrilliant box office hit, *Indiana Jones and the Last Crusade*. This block buster of a film took $150,000,000 in the first ten days (that's nothing, I got that for last issue's reviews- Skippy).

The game tries to follow the film's plot but fails, the date for level one is set wrong. In the film nicking the Cross Of Coronado happens in Utah 1912, when Indy is a young boy. In the game Indy is grown up and there's no sign of his boy scout's uniform.

Indy has to collect different objects on four game levels. Level one holds the Cross Of Coronado, two a shield entombed under the library in Venice, in level three he has to rescue his dad's diary from the hands of the nasty Nazis, and on four he goes for the big one, the Holy Grail. It's action packed fun all the way.

Indiana Jones and the Last Crusade is full of digitised pictures from the film with great music. All the sprites and backgrounds are really big to give the ultimate in realism, and it works quite

MIKE Nick really seems to like this, but I'm afraid I don't have the same enthusiasm; granted, it's got large and realistically animated graphics, and it's quite fun for a while, but after a couple of hours, it begins to wane. I haven't seen the film, so maybe that accounts for it. Colour could have been used a bit more effectively; the mono upper part of the screen is unstimulating, and the changing ink colour as you get deeper doesn't work. The packaging is slick, and I suppose the game is appealing if you're into the film, but I'm afraid I'm not a great fan of this sort of arcade adventure.

70%



NICK 'Ello, 'ello, 'ello! What's going on here then? Well officer, it's that brilliant arcade game All Points Bulletin on the Spectrum, and what a fantastic conversion it is too. All the thrills and spills of the arcade machine are included, along with the animation sequences and jokes that made the original such a hit. The road layout, shops, buildings and cars are all detailed but monochrome, and the cartoony sections where Officer Bob gets praised or fired are great fun. Just to add that extra obstacle there's a railway line running right across the road with some lunatic train drivers! All the brilliant graphics, the sound track and effects will keep you coming back for more. *A.P.B.* is set to become a classic, you'll kick yourself if you miss it!
92%

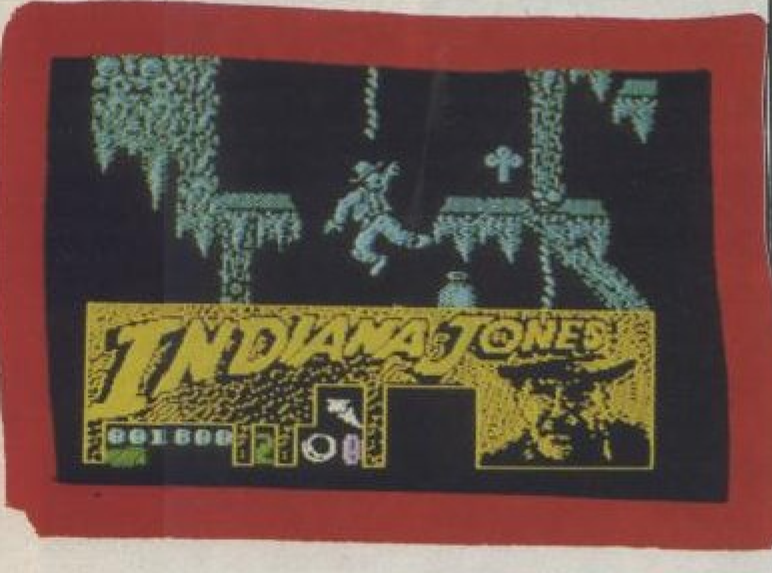
level, you can try and go for the major criminals, who drive distinctive cars; you can't 'siren' these; they have to be pushed off the road. Then it's a mad dash back to the station to question your prisoner; waggle the joystick to beat up the suspect (!?), but make sure you force a confession before the commissioner gets in!

A.P.B. is an excellent conversion. It's fast and addictive, the scrolling is very quick, and the inbetween sequences are amusing and colourful. This is arguably one of the best Spectrum arcade conversions I've seen. A must buy!

MIKE 93%

APB is the best of the Tengen coin-ops and the best conversion so far!

RATING	
PRESENTATION	90%
GRAPHICS	90%
SOUND	91%
PLAYABILITY	93%
ADDICTIVITY	93%
OVERALL	**93%**



well.

Playing the game the first couple of times is really enjoyable, but the trouble is that once you've completed a level, it's pretty boring to go through it all again next time you play. That aside, this isn't a mere arcade adventure: level one keeps you on your toes by making you collect new torches to light your way. If you don't collect them, the screen darkens gradually, and you lose a life.

With so many large sprites on screen at once the game has trouble with speed, but this doesn't spoil things much. I recommend this to anyone, brill.

NICK 81%

A pleasing game as a film tie-in, as an action adventure it lacks sparkle

RATING	
PRESENTATION	83%
GRAPHICS	91%
SOUND	77%
PLAYABILITY	73%
ADDICTIVITY	74%
OVERALL	**76%**





Flippo, a small round creature who could easily pass as an orange in a crowd, is the star of the brill new game from Hewson, *Maze Mania*. As you might have guessed from the screen, the basic idea is that of *Pacman*, but before you start moaning, *Maze Mania* has got something different to offer. Instead of gobbling up dots Flippo uses his size-ten boots to flip over paving slabs.

Some slabs have a mind of their own and flip back, though another boot from Flippo usually does the trick. The game is split into 16 levels of maze, each with a different theme. Level one is made up of tubular bells, two is a vegetable garden, three - well, find out for yourselves!

Life would be easy for little Flippo if it weren't for the nasty aliens gliding around the mazes who aren't too keen on the citrus fruit vandalism. They bash poor Flippo at every opportunity. Another thing to avoid is a trip out to space. Black holes abound in the maze, and these need to be jumped. Luckily there are floating icons to help our hero, giving extra points or power to jump on the aliens and kill them.

The idea of *Maze Mania* may be a simple one, but it is totally addictive. Lightning reflexes are a must to get out of the tricky situations and jump the black holes. The graphics are neat, with plenty of colour in every maze (especially the garish vegetable patch level!), in fact so abundant it can be very hard on the old eyes after a while, but the jolly tunes and effects will take your mind off this. Designmaker have done an excellent job on *Maze Mania*. Get it for a simple but addictive arcade romp.

NICK 82%



Hewson/ Designmaker ■ £9.99

MIKE This is a fairly basic maze game, I must say. The graphics are good and the presentation is slick, but the essential idea is...well a bit old, really! That said, Hewson have managed to make the best of a tired theme; all the playability imaginable in a maze game has been squeezed into this, which isn't an immense amount, but it'll do. Graphics are really appealing, and I think that makes the game a lot more enjoyable.
72%

A fun and enjoyable arcade romp, with smart graphics

RATING	
PRESENTATION	87%
GRAPHICS	85%
SOUND	81%
PLAYABILITY	81%
ADDICTIVITY	76%
OVERALL	**77%**

TREBLE Champions

Challenge Software ■ £7.95

Football crazy, football mad! Have you ever fancied yourself as a football manager? If you have, you'll have probably bought games like this millions of times already. But those kind people at Challenge Software seem to think you need a new football managing program for your collection.

So what has *Treble Champions* got to offer that all the others haven't? See for yourself: four divisions of twenty teams, a non-league division, league tables, fitness training, coaching, midweek matches and the option to start in any division you fancy. Here is a detailed look at some of the more interesting features...

To make things more realistic the program only gives you a set number of hours a week for team management. This forces you to choose carefully what you do with your players. Keeping an eye on the team's financial situation is also an essential. Interest on the team's dosh is due once a week, and if your current account is overdrawn the directors will nominate players to be sold, by cancelling their contracts to make them available for transfer.

A number of options can be customised to your liking to give you more help in managing your team. You can choose to have auto results which changes the program so that it quickly goes through all the results; you can select any border colour; after ten matches you can save out the game to avoid battling up the league again, and there's the option to get a print out of anything, so you can easily refer back to your progress.

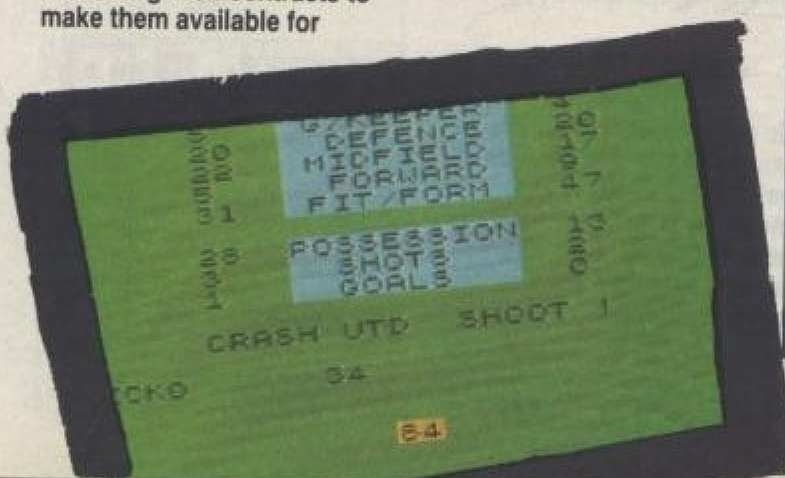
Despite all this, with endless football management games on the Spectrum market, I don't really see why Challenge Software thought we needed another. If you think this is for you, get it, but we've seen it before and a lot better.

NICK 35%

MIKE I have to admit to a bit of addictivity about football management games, or at least, six or seven years ago. What I'd like to know is how the bloke who wrote this persuaded anyone to market it. Once the first bit has loaded (it's a multi load folks!) you wait for hours for it to get on with the rest; it puts up that old 'please wait' sign while it initialises the variables and things. I don't think I've seen anything like this since 1984! There are NO special features to recommend it; it doesn't even have the endorsement of a popular footballing star (as if that made any difference). **33%**

Too little, too late in an already crowded area of gamesplaying

RATING	
PRESENTATION	32%
GRAPHICS	n/a
SOUND	n/a
PLAYABILITY	38%
ADDICTIVITY	42%
OVERALL	34%



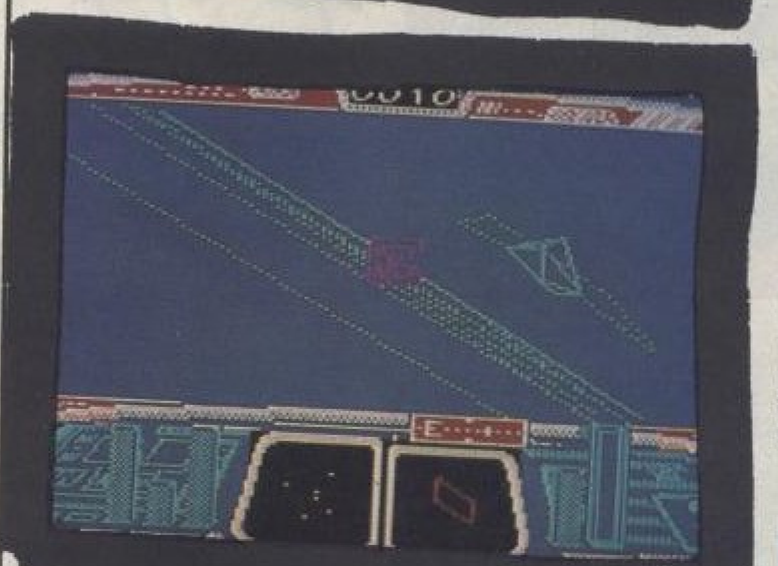
STARGLIDER 2

Rainbird/Argonaut Software ■ £14.99/£17.99

Commander Herman Kruud is at it again. He never knows when to give up does he? After his Ergon flagship was destroyed in the original *Starglider*, he got a bit miffed and is now back to get revenge. This time he's taking no chances and has brought along a big space and land fleet to help him, plus he has a beam projector which is aimed at your home planet of Novenia.

Your mission is to sneak into the Ergon's planet of Apogee unarmed and destroy the beam projector before it is fully constructed. If you succeed the evil forces of Ergon in the galaxy will be set back by many years, but if you fail your home will be destroyed and the Ergons will march on and destroy every other planet and solar system to create universal domination.





You have been issued with a brand new patrol craft for this mission, the ICARUS (Interplanetary Combat and Reconnaissance Universal Scout).

Starglider 2, as with most other Rainbird releases, comes with a novella that will probably take you a week to read before you start the game (and this only contains the story line!). The packaging also contains a play guide and key list: all necessary reading before you start.

The graphics, of course, are vector style, similar to *Empire Strikes Back* and Starstrike, but *Starglider 2* has something that the other games didn't have.... You can zoom around on a planet to your heart's content, but if you get fed up just point your self up and accelerate. You soon break out of the planet's gravitational pull and zoom into space and off to another world. A word of warning though, go too near the sun and Icarus melts, and that's not a very pretty sight!

There is an excellent tune and plenty of effects to add to the atmosphere the 3-D creates. *Starglider 2* is an essential purchase if you are a fan of this type of flight simulation.

NICK 90%

RICHARD *Starglider 2* is big, like really Big. But then, so is space. Yes, with a bit of the known universe at your disposal, it's Stargliding time again. It surprised me how different *Starglider 2* is from the original — which was, essentially, a decent blaster. This sequel requires both some nifty trigger work and lateral thinking to solve the puzzles. Presentation is high, and the graphics are effective on planets and in space. Not a game to just pick up and play, but definitely one to tackle, persevere and enjoy. **85%**

Fast graphics, huge depth of game and plot make this a worthy purchase

RATING	
PRESENTATION	90%
GRAPHICS	86%
SOUND	84%
PLAYABILITY	80%
ADDICTIVITY	81%
OVERALL	87%

Dragon Spirit

Tengen Domark/Consult ■ £9.99/£14.99



Imagine 1942 with the planes replaced by dragons and other such mythical creatures, and you've got *Dragon Spirit* in a nutshell.\

The gorgeous and mightily bedable Princess Alicia has been kidnapped by the evil demon Zawell. Being one of the multitude of chappies wanting to get to know her a little better, you get yourself changed into a dragon, and set off after her.

Heading off along the vertically scrolling backdrops of prehistoric lands, waves of Zawell's evil creatures come in for the attack.

Starting off with simple fire power, you can accumulate loads more by bombing eggs and collecting the power icons which fly down the screen. Icons provide extra heads, (thereby increasing the number of flames shot at any one time) and bigger flames which can make you pretty invincible.

Once all his prehistoric minions are killed, the moment comes for you to take on the evil demon Zawell. A challenge indeed!

Dragon Spirit is very difficult. Like a lot of other games of this type, the monochrome screen display makes it hard to see what's being shot at you, and consquently, there's a lot of unexplained deaths. Still, if you can adjust the telly so that you can almost see what's happening, then it's quite fun.

A more important negative though, is the problem that vertical scrolling shoot 'em ups have been around for far too long as it is, and something more than a change of sprites is needed to revitalise the genre.

MIKE 65%



NICK *Dragon Spirit*'s conversion to the Spectrum has worked really well. The game has kept all it's slick presentation, graphic elegance, and still has brilliant sound. The only trouble is that it's really hard to play. You may think you're the expert at shoot 'em up games, but you haven't seen this yet!

The idea of playing a dragon that can collect extra heads, powers and a whole host of other interesting things is brilliant and the presentation simply puts other games to shame. Of course the concept of having a main character, be it a space ship or dragon, scrolling over a detailed landscape shooting things isn't new, but you can't seem to get enough of it! If you think you're up to a challenge then *Dragon Spirit* maybe for you.

73%

Smashing shoot-'em-up makes full use of dragon theme, but difficult

RATING

PRESENTATION	84%
GRAPHICS	78%
SOUND	82%
PLAYABILITY	68%
ADDICTIVITY	65%
OVERALL	**72%**

Gemini Wing

Virgin/Sales Curve/Random Access ■ £8.99

Gemini Wing is probably the first computer game to go healthy. We all know it is better to eat organically, but is it better to shoot 'em up organically too? You man a small ship that has to fly over seven levels of organic excitement with a mission to kill Mutant Alien Scum, who try their best to smash into your ship (ouch!).

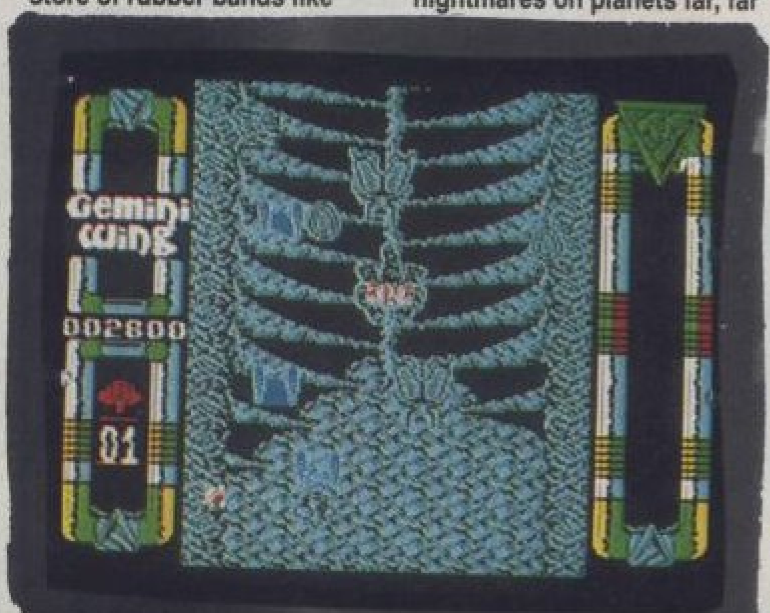
Being the hard person that you are, you could probably kill all the alien enemies with a single laser gun (or a secret store of rubber bands like Skippy has... ping, ouch!), but the Gemini Wing ship is capable of much more than that.

You can collect gunballs from the aliens you liquidise to give the Wing extra fire power. These gunballs do all sorts of extremely catastrophic things to the poor aliens, like blasting a three way fire ball, an alien seeking missile, a spiralling circle of destruction, and the dreaded windscreen wiper of death, the subject of many nightmares on planets far, far away. They also give extra lives and points.

All this plot sounds so exciting I think my Spectrum is going to explode (puft!). The only trouble with *Gemini Wing* is that you can't see it (Eh?!). The organic backgrounds are detailed, the aliens are detailed and the ship is... well not so detailed, but put them all together coloured with the same monochrome and you simply don't know what's going on half the time! Though there are colour highlights on the explosion effects.

Different mega weapons are a good idea (even if it's been done before), especially the windscreen wiper of death, but there's a lack of playability. Decent sound effects and tune do a good job to rescue the game, but it's not enough. *Gemini Wing* holds nothing new, so check it out only if you are a shoot 'em up lover, or disappointment may be yours.

NICK 65%



MIKE Not another! Vertical scrolling shoot-'em-ups are all well and good... at least, they used to be. This isn't. The tune on the title screen is pretty good, but that doesn't really make it worth the asking price. The graphics are too small, and the colouring is awful; yet another example of 'invisible emeny syndrome'. It's just another shoot 'em up, and as such there's no real reason to buy it. If *Gemini Wing* was more original, and the colour plan thought out slightly better it would be great — but these two flaws really knock it down. **61%**

Decent blaster, with a good theme, but doesn't work well so well on the Speccy

RATING	
PRESENTATION	80%
GRAPHICS	61%
SOUND	77%
PLAYABILITY	65%
ADDICTIVITY	59%
OVERALL	**63%**

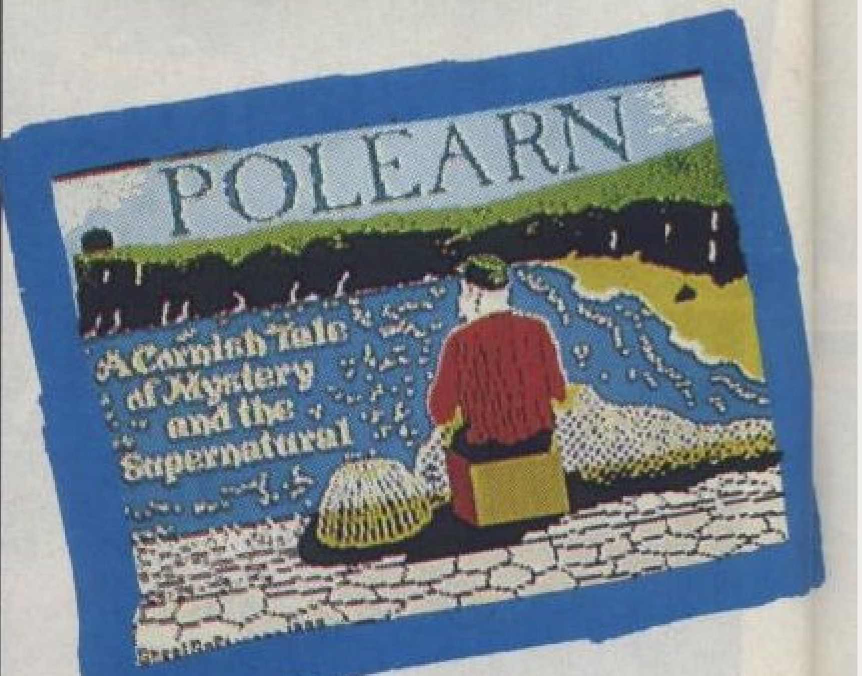
POLEA

Sheol Software ■ £7.95

Cornwall isn't all sun, sea and sticks of rock y'know. Well, it certainly isn't in the village of Polearn where this text/graphic adventure takes place. Pack your bags as you, Marcus Thornton, take a trip into an intriguing game of Cornish mystery and the supernatural.

Polearn is essentially an interactive ghost story, and the written text is excellent — convincing and occasionally disturbing. The manual sets out no objectives for the adventure, it just explains the events leading to Marcus's arrival at Polearn. His wife died in a plane crash and, after seeing a vision of her in church, his trip to the village is really to recover from the shock.

However, as Marcus settles in, strange and inexplicable



AARG

Melbourne House ■ £8.99

It's not easy being an ogre. Not in this Arcadia coin-op conversion, anyway. Come to think of it, it ain't that dandy being a dragon either! These are the two monsters that have been chosen to battle against each other in The Search for Roc's Eggs.

The eggs are hidden in the towns and cities of the island of Darance, but there is a snag. To find the eggs you must smash and bash through the houses and statues of each place you search. You can destroy the buildings in two ways: hitting them has a quick crumbling effect, but setting fire to them

ARN

things occur. He hears sobbing, but there's no-one there; there's an accident at the mine-shaft for which there is no logical explanation; and then the mysterious fisherman... Before he realises it the village is in uproar, and he's the only one to sort it out.

Nothing is obvious in the game, it just happens — like real life. You are lead into its events very subtly, not knowing what horrors await you until you realise you have turned Psychic Detective!

Written using PAW (Professional Adventure Writer, Gilsoft), the attention to detail and the program's parser is excellent, the graphics fairly simple but atmospheric. And, surprisingly for a PAW game, you are offered a high level of interaction between Marcus and other villagers.

Polearn is a good traditional ghost-story adventures, and should not be confused with CRL's many gothic horror schlockers. It's fascinating, beautifully constructed and must rank as one of the best Spectrum adventures for ages.

Polearn will not be nationally released and distributed until other versions are complete. However, if you want to be one of the first to play Polearn, the game is available direct from Sheol Software themselves at Central Works, Peartree Lane, Dudley, West Midlands BY2 0QU. Unfortunately, it's a 128k game only, and the version reviewed here is for 128/plus 2. A two-part plus 3 disk-based version is under development, and it's best to write to Sheol for full details.

RICHARD

Great interactive ghost story which is incredibly intriguing and addictive

RATING	
PRESENTATION	85%
GRAPHICS	71%
SOUND	n/a
PLAYABILITY	94%
ADDICTIVITY	92%
OVERALL	**91%**



Magnetic Scrolls ■ FREE! (if you're a member of Official Secrets)

The ancient gods are having a bit of a problem: Something called Christianity. Hordes of people are leaving their temples to worship this newfangled Jesus bloke instead. Desperate to win back public support, chief god Zeus decides to give all fellow gods a task each, something to impress the little people. Guess who gets to show off first? Yep, you, Poseidon, the god of the sea, who can't swim (ha, ha, neither can Skippy — Nick) (at least I fit in the piggin' swimming pool, matey — Skip).

You're whisked offto the gates of the Underworld armed with the usual adventuring tack: trident, shield, tunic and skirt (!), plus the obligatory note explaining the task facing you: Basically, just to nick the Helmet of Invisibility from Hades. Push over, eh?

Actually, it turns out to be a bit more difficult than that. The problems are solvable, but far from easy. You need a devious mind to work some out. It's a text only game, and the it strikes an excellent balance between atmosphere and amusement. Author Paul Findley keeps enough sense of 'being there' to make the game lastable, as well as plenty of humour to make it enjoyable.

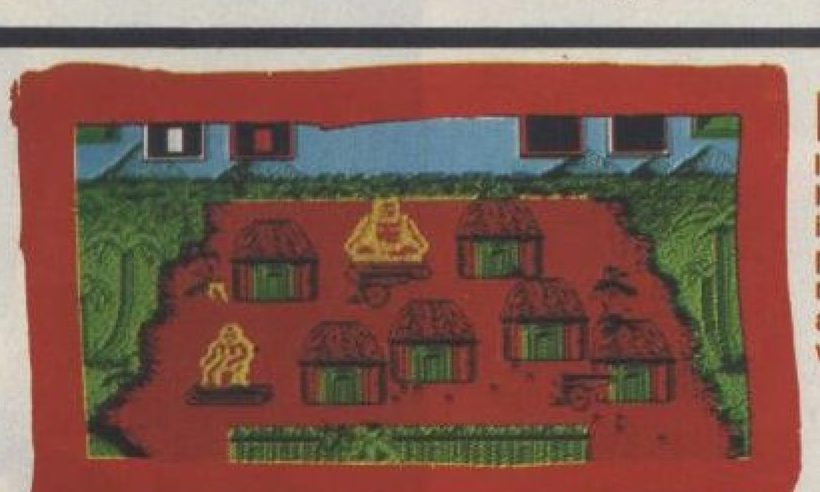
Myth is destined to be a classic. It's funny, cunning and addictive. Being free to members of Official Secrets, I suppose, theoretically, it has to be worth more than 100% for value! The only thing I'm wary about is the size; it's proclaimed as a 'mini-adventure', although I've been playing it for three days solid, and there's no sign of an end. Still, along with *Fish*, this is the most enjoyable adventure I've played. I suggest all adventuring fans sign up with Official Secrets pretty quickly!

MIKE

A brilliant, occasionally tricky, trip into mythology with plenty of amusement

RATING	
PRESENTATION	79%
GRAPHICS	n/a
SOUND	n/a
PLAYABILITY	88%
ADDICTIVITY	92%
OVERALL	**91%**

H!



with your bad breath is also a good idea.

You can pick up objects from the demolished houses to help you grow stonger. Hamburgers increase your strength, and bolts of lightning increase your fire power. This could all be very easy if it weren't for those pesky people who aren't keen on you re-landscaping their towns.

The inhabitants do their best to stop you by knocking down your energy with large catapults and cannons. To top this, once you've captured an egg, the other monster fights you for it. Win and you keep it, and once five are collected, you're off to the volcano for the big one, a golden egg to complete the game.

It all sounds jolly good fun, but sadly *Aaargh!* is badly programmed. Playing it is like stepping backwards in time to the early Spectrum days. The main sprites are small and uninteresting, and the people are about four pixels high! Nice in real life, but on the fighting section I just laughed my socks off! (poooo!). The larger sprites for each monster are made by (wait for it) expanding the original small sprites! The multi-load just makes the situation worse. Avoid.

NICK 31%

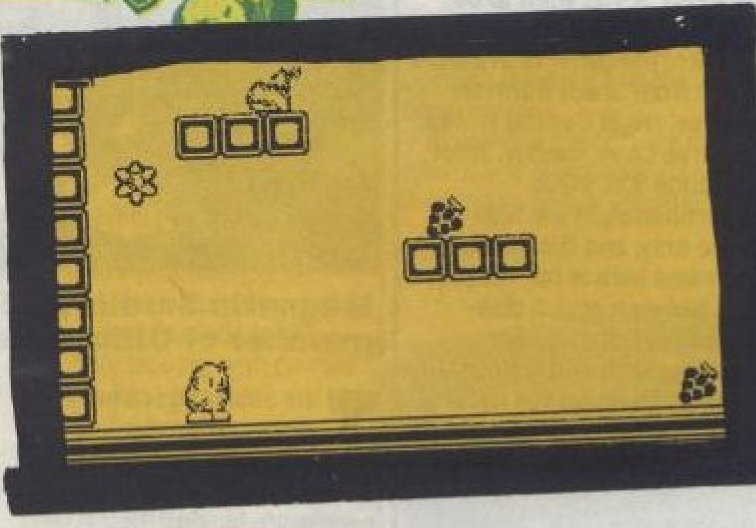
MIKE How's about this for a dire game? The storyline is fantastic; 'the monsters are on the loose... to cause chaos... to inflict terrible destruction!'. Honestly, it's not exactly original, is it? It wouldn't be so bad if *Aargh!* brought some terrific new feature to the games playing world, but it doesn't. At budget price, it might just make the grade with average addictivity. The awful graphics and a nigh-total lack of playability make this a thorough waste of money. **29%**

Unexciting and badly executed coin-op conversion

RATING	
PRESENTATION	29%
GRAPHICS	32%
SOUND	31%
PLAYABILITY	30%
ADDICTIVITY	22%
OVERALL	**29%**

THE NEWZEALAND STORY





■ Ocean/Choice Software £8.99/£12.99

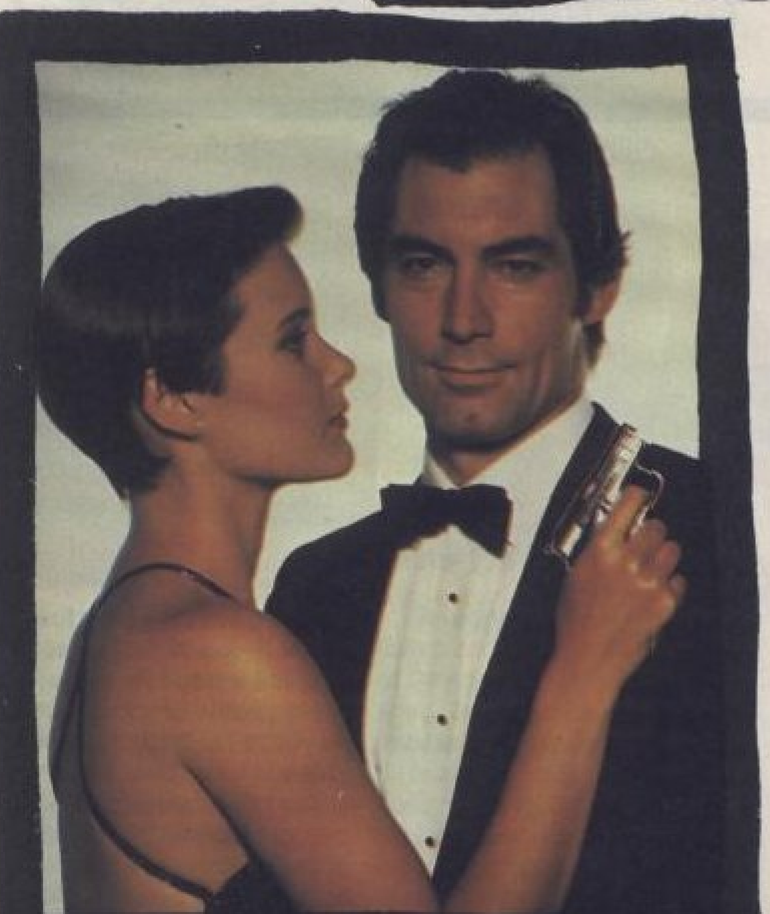
Some people will do anything to get a decent meal, and walruses from down under are certainly among them. Take Wally the Blue Walrus: he's out for lunch and looking for afters as well. Passing by the zoo he spies 21 kuddly, kute kiwis. Realising they're on the menu, the sickeningly cute Kiwis decide on a plan of action — leg it!!! But alas, Wally scoops them up and takes them back to his frozen apartment far away. Aw!

Now this would be the end of story if one kiwi, Tiki, hadn't escaped from Wally's clutches. A kiwi isn't too hot when it comes to unarmed combat, but as everyone knows, they're pretty good archers, and so with beak, bow and arrow, Tiki vows revenge and sets off to rescue his mates.

Wally's many followers are a wild and crazy bunch with wild and crazy habits: stars which multiply by showing their tonsils (ugh!), bears floating around on hover pods, snails with missiles under their shells, penguins on geese, bats on balloons. Strange things are happening here, but to even the odds Tiki can arm up with bombs,

007 LICENCE TO KILL™





Domark ■ £9.99/£14.99

This is rather topical, seeing as I only managed to see the film last night! And a jolly enjoyable flick it was too, probably the best Bond yet, I think. And this has absolutely no connection with the fact that Talisa Soto (droooool!) is in it. Oh no, we don't fancy her at all!

The plot is simple (that's not new for a Bond film!): evil drugs baron Sanchez kidnaps Bond's mate Felix on his wedding night and does him in. Bond gets all stroppy about this, and goes after Sanchez, much to the annoyance of M, who revokes his Licence to Kill. What follows is predictable enough: two fast and furious hours of Bond gunning for Sanchez.

As usual with film tie-ins, a selection of the better action scenes make a multi-stage arcade game. In this case, we've got three scenes subdivided into individual parts. In part one of the first scene you must blast Sanchez's jeep from your helicopter. Then it's out of the chopper, and foot slogging, dodging your way through the scenery shooting baddies as you go.

To top off load-one, Bond is lowered by rope from the helicopter, and has to get a



A CRASH Smash

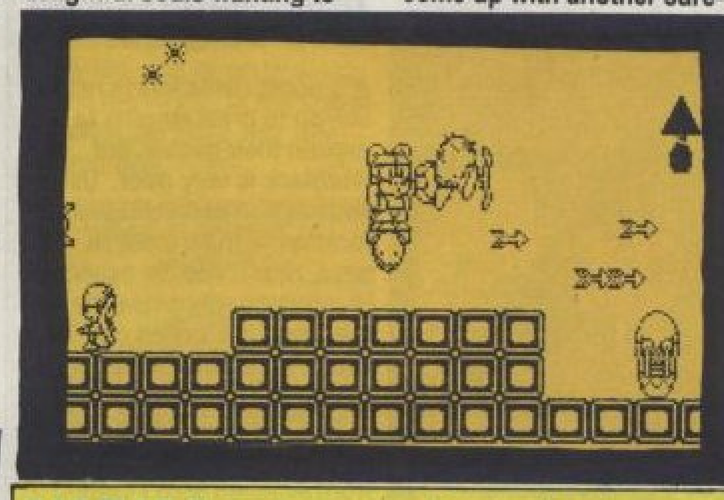
lasers, fireballs, even steal a spaceship and wreak havoc aplenty.

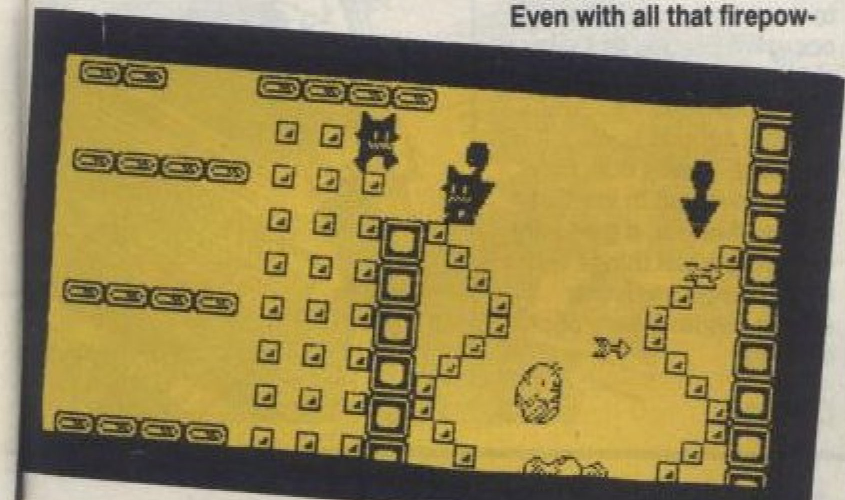
Wally's minions aren't the only trouble around though. Spikes can do more than ruffle Tiki's feathers, running out of oxygen when scuba diving isn't nice, and neither is getting a prod from a horned devil for time wasting. Even the level itself can be a maze, but if he follows the arrows Tiki should reach one of 20 mates. Alternatively, there are warps to find and jump into — who knows where Tiki will go?

Even with all that firepower, Tiki's really in it deep when he meets up with the Guardians of each region at the end of every fourth level. Frozen whales and a mega-octopus are just two of the delightful souls wanting to meet Tiki, along with Wally himself, waiting in his balloon on the final ice cool level. Make sure you pack your winter woollies, Tiki!!

Sure enough, Ocean have come up with another surefire hit. The conversion of *New Zealand Story* is top-notch, with accurate character graphics, plenty of sound and masses of addictive playability. There's only one snag, and that's the multi-load wich is a tad awkward on the cassette version _ so if you have a plus 3, you're recommended to buy the disk version. But, whatever you do, don't be put off by the multi-load. Once you're into the game, you'll forget all about it as you're swamped in the cutest, addictive game around!

RICHARD 90%





NICK This cute game has the appealing characters and catchy jingles of *Bubble Bobble*, with the platform and general looks of something like *Super Mario Bros*. A recipe for total addictiveness, I think. All the sprites are excellent with great animation, and the different ways Tiki Kiwi can get about (balloon, under water snorkle, etc) add even more playability. There are a variety of mean creatures to be avoided, like malicious rabbits and blood sucking bats, plus different weapons to collect. The *New Zealand Story* is an arcade conversion masterpiece, get out there and give Wally Walrus one from me! **91%**

Super conversion of a very appealing, playable and addictive coin-op

RATING

PRESENTATION	85%
GRAPHICS	91%
SOUND	90%
PLAYABILITY	92%
ADDICTIVITY	91%
OVERALL	**91%**



tow rope onto the tail of Sanchez's plane.

Scene two happens at sea, with some vertically scrolling swim-'n'-shoot-'em-up action. Like the movie, the final stage is where the tanker trucks go hurtling along the mountain road in the escape from the drug factory, Bond doing his best to stop them.

It's all jolly good clean fun (say no to the evils of drugs, kids!). The graphics are good, and there's plenty of variation, though the game is a bit tough. It's good to see someone not making a complete mess of a fairy good licence for a change! Licence to Continue, Domark.

MIKE 79%

NICK This block busting James Bond game should be renamed *Licence To Make The Player Jolly Mad!* It's well put together, and all the graphics and sound are what we have come to expect from Domark, but it's just too hard for the likes of me. I could just about manage to get through the first bit, but was then confronted with a tiny stick man to represent me and miles of gun blasting enemies to wade through! The later levels are really good, with James swimming after speed boats (wooo!), and a dare devil truck race. There's great playability to be had in *Licence To Kill*, but you're going to have to be a pretty hot gamesplayer to get at it (is Nicko admitting his failings?-Ed.). **80%**

Good adaption of the film, playable when you're used to the difficulty level

RATING

PRESENTATION	82%
GRAPHICS	80%
SOUND	80%
PLAYABILITY	80%
ADDICTIVITY	75%
OVERALL	**80%**

BUDGET

A veritable mixed-bag of budget offerings this month, and who better to deal with them than our resident mixed-bags Nicko, Richard and Mike (who is in a grumpy mood as usual and hates every game he plays).

PRO POWER BOAT SIMULATOR

CodeMasters ■ £2.99



Another simulator from the masters of code (or so they say). This time they try their hands at power boats, with huge outboard motors, racing at high speed. You can pretend to be James Bond and jump over roads, dodge deadly mines and blow up other boaters (even though 007 has nothing to do with the game!).

This is all really good fun and packed full of addictive qualities. Between each action packed level of obstacle course, bonus levels where you have to steer your boat through as many gates as possible allow you to collect points, very hairy on later levels! You would think that this is where the difficulty of the game ends, well I'm afraid not!

Those fun seeking programmers have made things even harder by adding a night level! It's really the same as other levels, but the landscape is blacked out except for the immediate area around the boat (aaargh! I'm going to crash!).

All the sprites and backgrounds are excellently done in true CodeMasters style, and sound is of a similar standard. There are two boats to choose from for even more variety, and they animate really well. The only annoying thing is the lack of a password type facility.

The trouble with games like this is once having worked out how to complete the early levels, it's boring having to restart, but there you go. I recommend this to every true arcade gamester - truly exhilarating!

Overall 82%

RESCUE ON FRACTALUS

Mastertronic Plus ■ £2.99 (rerelease)

The Jaggies are evil and have taken over the planet of Fractalus to use as a stronghold. A fleet of highly trained Space Pilots were sent out to try and stop the Jaggie evil but failed, and now some of them are stuck on the planet. What can they do to get out of this terrible predicament? Your rescue mission is their only hope.

You're severely hampered by the sophisticated and highly dangerous Jaggie defence system out to zap the ship you are flying in: some real hassle!

You sit, looking through the cockpit of the ship, and have to steer over the planet to find the captured pilots in a very *Captain Blood* type style. The only difference between this and *Captain Blood* is that *Blood* has decent graphics, and this hasn't.

An excuse for the bad graphics could be that the game was originally released in 1986, and they were 'very jerky, but with a good fractal technique' back in Issue 33. By today's standards the layout of the game is very basic, and this may put off many of you. Sound effects are sparse, only tiny beeps for shooting effects.

Unless you want to take a trip back in time to play a game considered not suited to the Spectrum, steer well clear of this.

Overall 46%

WULFPACK

Blue Ribbon ■ £2.99

Budget game inlays rarely go to great lengths to explain their games, but *Wulfpack* is very poor. 'Use your skill to ascertain the location of the U-boat', it says. How?! Are we expected to interface robocop-style into the computer to find out where the sub is? Or do we just guess?

Wulfpack is set in a WW2 scenario; essential supplies from America aren't getting through to Europe, because the container ship convoys are being wiped out by the Nazi U-boats. You take command of a naval destroyer to stop them! Each time a container convoy gets to port, you get closer to the required total; each time a U-boat manages to destroy a convoy, that total increases.

Get close enough to a U boat, and the depth charge screen comes up; guess how deep the U-boat is and fire a charge accordingly. When you run out of charges, you must return to port for more. When the convoys eventually succeed in getting the supplies through, you go on to the Allied invasion of occupied Europe on D-Day to aid the naval bombardment and beach landings.

If that sounds boring, it is. *Wulfpack* is very dull; little skill is involved in the first part, and hence, it gets very annoying when things go wrong for no particular reason. Another very poor offering.

Overall 34%

CANYON WARRIOR

Mastertronic ■ £2.99

What makes a shoot 'em up a definite commercial success? There must be some reason for the sheer number of mediocre ones on the market these days! *Canyon Warrior* is nothing special, although it does have one nice innovation.

Gameplay is about as predictable as possible; fly up the vertically scrolling landscape shooting the aliens and picking up the extra weapons, and blast the fat



HI-Q QUIZ

Blue Ribbon ■ £2.99

Hello *Trivial Pursuit*! And not necessarily welcome back, either. This offering from Blue Ribbon is very similar to *Trivial Pursuit*, but without the polish or playability. You get four question headings: Sport, Science, History and Geography, and Art and Entertainment.

A maximum of four players move around the board answering a preset number of questions on each subject. The number is determined by the skill level (1 to 4), and each player's current status shows in their corner of the board.

Hi-Q's potential appeal is a bit difficult to pin down. The questions are too difficult to make it a late night too-drunk-to-dance game; what self respecting party animal is going to know what sport uses the term Atchilli (the answer's Jai-Alai)!

The screen display is too colourful and generally unattractive. If you're set on collecting trivia games, go ahead and buy this one, on your head be it.

Overall 46%

TURF-FORM

Blue Ribbon ■ £2.99

If you're one for the horses, this latest little program from the Bluebird stables (and we mean little, it only takes up about 15K of memory!) could be for you.

Turf-Form asks you a number of questions and gives you a choice of race tracks, having answered them, it'll tell you whether your chosen horse will win the race or not. Magic! Well not quite, the program looks at the horse's past history, fitness and the conditions of the track, and makes a guess.

The program will predict form for both Flat and National Hunt races on UK racecourses. All the information you need to feed into the program can be found in almost any of the





alien to get on the next level, where the process is repeated, and so on until you get to the fourth, at the end of which is the extra 'ard alien mothership. Yawn.



The nice bit is the map editor which allows you to play around with the first three levels. This feature is particularly handy when Nick goes out to make the coffee; we remove all the nasties and get a fab and generally characteristic high score, then put all the alien gun turrets we can fit onto the first level so Nick can't play it (as if he could play it anyway!). Ho ho. Anyway, that's about the most appealing thing about *Canyon Warrior*. The rest of it is the proverbial old hat.

Overall 54%

SPOOKED

Players Premier ■ £2.99

It's a tough life in the ghost extermination business. It isn't all driving at high speeds through the city and crying 'Who ya gonna call?' you know! You take on the role of an exterminator in Spooked, but on this mission the ghosts are out to get their own back.

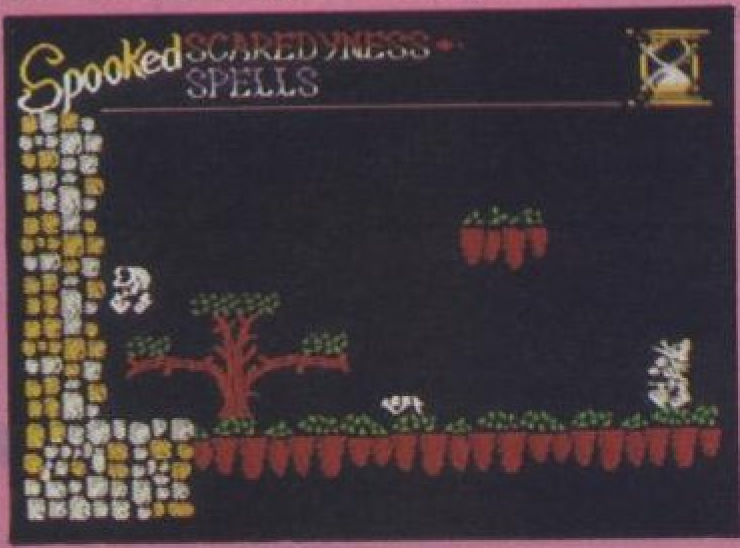
It all starts when you get a weird phone call: the bloke on the other end asks you to go to 225 Pine Road (sounds harmless enough). When you get there you find that it's smack in the middle of a site of many killings (gasp!), but not wanting to be called a chicken you go in anyway. It's a trick: the ghosts phoned you up and are now ready to exterminate you!

The game idea is to collect bugs, like beetles and flys, to swap for various spells. Use these spells to kill ghosts and get out of the house. If you run out of time a hangman board builds up, and once you have collected the right spells you have to play a game against the spooky old man.

Spooked is unbelievable fun. The programmers have done a great job with silky smooth animation, plenty of colour and sound, and excellent ghosts and backgrounds. They've even thought of the inexperienced player and included a scaredness rating which makes the game easier the more scared you get!

One moan is the viciousness of the skeletons and ghosts: it can get very annoying when they repeatedly knock you over. The hangman game may seem simple, but here's betting you've never played it like this before! Buy *Spooked* today.

Overall 86%



popular daily papers, and the final ingredient to winning is a betting shop nearby.

A speed rating is calculated for each horse, and if it's higher than the one for the course you'll be told you have a winner. Note that *Turf-Form* is not a game: it can only be used to predict a win at the betting shop, and then it might be wrong (betting's bad for your wallet anyway).



SYNTAX

Blue Ribbon ■ £2.99

Syntax? Where did they get that name from! Earth is once again in great peril. Rebel forces, for twenty years bent on popping the earth, have now taken over the planet Syntax.

Their plan is to use the planet's molten core to fuel a new weapon, a computer controlled sub-atomic disintegrator (oh no, not one of those!). Banging away building this weapon brings them to the notice of earth authorities, and now volunteers are needed to go and stop the rebel plan...

Stupidly you volunteer to go on this suicide mission, and now you're stuck with it. You must go to the planet and find the ten crystals which will save earth from certain doom.

What *Syntax* boils down to is one of those scrolly, over detailed background shoot 'em ups: totally confusing, especially when it is all in monochrome. The game is put together really badly and full of stupid programming mistakes. You might get some enjoyment out of this if you are a glutton for punishment, otherwise look elsewhere.

Overall 45%

ATTENTION!: Excuse this interruption, Richard here: There's been a two week on-going argument over this next game — Planet 10. Mike thought it wasn't much cop, while Nick and I were hooked. So we mucked his review about to give you both sides of the story.

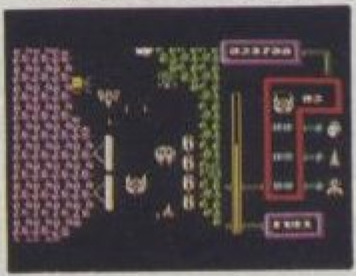
PLANET 10

Mastertronic ■ £2.99

Oh dear, oh dear. I want everyone to understand, I'm not giving this game a bad review because it's unoriginal and ancient (only because you can't play it). No, only because it's rubbish (No, it's addictive and frustratingly enjoyable!).

Bad enough that *Pacman* maze games died over five years ago (*Planet 10* takes over from the equally fun *Pac Land* and *PacMania*, it's like the next logical step really), this one isn't even playable (actually, it becomes very playable when mastered).

Basically, it's a 3-D version of move around the maze eating the pills and avoiding the monsters. The forward view graphic is attractive enough (smooth and good



perspective), especially the bold and bright monsters, but it isn't possible to play a good game of *Pacman* when you can only see what's in front of you (Wrong! You can do a back flip and instantly see what's behind you).

The other two dislays, the monsters and the maze maps are equally useless; the monster map is much too short ranging (Only if you're paranoid; you can see the monsters in plenty of time to take evasive action and head off down another corridor), and the maze map is ridiculously small (okay, so it's small, but the maze display is fine, and though it doesn't indicate monsters, you can see yourself perfectly clearly).

Mastertronic have tried to take a long-since dead game format and resurrect it. Unfortunately, they've only managed to cremate it. Unplayable and boring. (Ignore him — We played *Planet 10* for ages. It is slightly difficult, but it only takes some practice to learn the best route and you're well away. Throughly enjoyable and highly addictive!!)

Overall 26% (79%)



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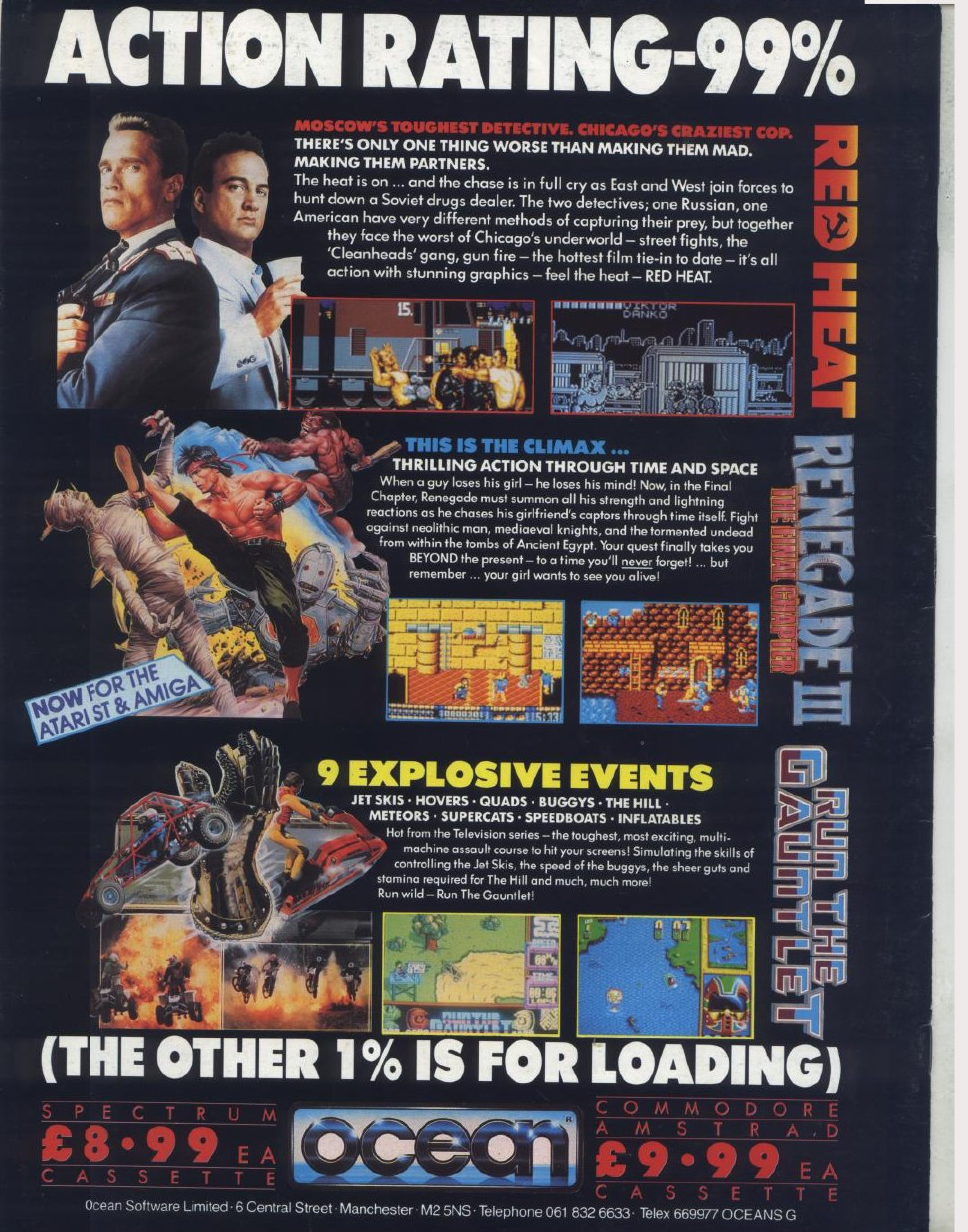
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